WHAT LIES UNSEEN VOLUME 2 - THE BEGINNING

2ND EDITION

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Introduction

Welcome, to **What Lies Unseen - Volume 2 - The Beginning**

This document serves as our best attempt to present the originally planned quests of The Witcher 3: Wild Hunt. For those who are not aware, The Witcher 3 underwent many story revisions during its several year development cycle. One of which was a very fundamental rewrite occurring around mid-2013.

This is Volume 2, dubbed The Beginning. Described in the following sections are summaries of all main quests and side quests that were written between early-2013 and mid-2013 by CD Projekt RED. It will not discuss details from the revised story in mid-2013, that is discussed in **Volume 3**. The 2012 story was discussed in **Volume 1**.

Disclaimer

While we have been thorough with our examination of The Witcher 3's cut content we must preface that these summaries are not derived from any design documents and are only approximations based on written dialogue, journal entries and other leaked information, information that can at times be incomplete or otherwise confusing. As such, these summaries should not be taken as an accurate representation of CD Projekt REDs vision at the time.

With that being said, we hope that you enjoy it.

Sincerely,
Glassfish, Ferroxius, Moonknight, Crygreg

Preamble

The Witcher 3 entered active development in 2012 with CD Projekt RED designing and writing the game's main and side quests. In early-2013, the quests were streamlined to be more refined and overall shortened. Some quests and plot points were abandoned entirely.

Described below is a reconstruction of the story in early-2013 devised by CD Projekt REDs team of writers and quest designers. Compared to 2012s approximate length of 150 hours to complete the main story, the game now took around 100 hours. This would still make it an exceptionally long game for its time.

The 2013 version of the game is the first version to receive the subtitle, **Wild Hunt**, having been announced to the public as such in February 2013. This is the earliest version of the game with publicly released screenshots and a closed-door demo at Gamescom 2013. As a result, **Volume 2** will for the first time feature numerous screenshots. On the other hand, this era also features a noticeable gap in new concept art. To keep things fresh, **Volume 2** will avoid repeating art and early models already featured in **Volume 1** however in many cases the images featured in the previous document also apply here. The 2013 version of the story was an attempt by CD Projekt RED to shorten and streamline the 2012 story as well as add additional content beyond the main story and major sidequests. Several main quests were greatly shortened or removed while a few were rewritten entirely. However, the core story and endings remain identical to the 2012 ones presented in **Volume 1**.

Additionally compared to the 2012 state of the game, the 2013 state contained many more developed assets as well as a generally functioning open world. These included some of the minor quests and witcher contracts seen in the final game. That is not to say however that the game was "complete" as CD Projekt RED were still experimenting with various game mechanics and quest structures.

The 2013 version of the game was only worked on from about February 2013 to September 2013 before CD Projekt RED pulled the plug on it in favor of a major rewrite. As result, there are a few gaps in the 2013 narrative, most notably the ending and epilogue quests for which CD Projekt RED just reused the 2012 equivalents. For the sake of containing a complete story, **Volume 2** will include quest summaries unaltered from **Volume 1** in places where a 2013 version was never made or missing from data. Such quests will be clearly marked with a Blue heading. Additionally, there are several quests that we know were planned for the 2013 version of the game but never implemented. In some cases we even roughly know what the quests were even about. These quests will also be included where possible and marked with an Orange heading.

Finally, we must reiterate that because of the nature of these quests, the data is messy to extract from meaning the quests can be subject to inconsistencies, plot holes and other narrative problems. We have done our best to present a generally consistent storyline but it should be kept in mind that it is an approximation. The only case in which we have personally altered data is in grammar and name consistency.

Cover of the game as revealed in 2013

The History of Witcher 3 Cut Content Discovery

While there has been an interest in the cut content of The Witcher 3, it has never really been able to gain much traction due to a lot of data simply being unavailable. Unlike games such as Knights of the Old Republic 2, where Bioware left a lot of unused content within the game files, CD Projekt RED have been quite thorough with cleaning up content they cut during production.

Leading up to the late 2010s the only tangible information we knew of stemmed from interviews with the company as well as leaked material that was incomplete. That did not stop users however from creating mods inspired by this cut content, from visuals to gameplay to quests. Interest in the content took an especially big dive in the leadup and aftermath of Cyberpunk 2077 and all its fanfare. The most notable events after that was another leak in 2021 which was also not useful, as the build and source code acquired by a group of hackers was inaccessible.

Interest was regained during late 2021 when the Brothers in Arms mod team restored small pieces of content that were leftover in the gamefiles. Additionally, not long after these restorations, The Witcher 3 was re-released in 2022 with a "Next-Gen" update that recycled some cut content like the infamous Devils Pit. At this point still however, the details on Witcher 3s cut content was largely unknown.

The big breakthrough occurred in 2024 when CD Projekt RED released the Redkit for The Witcher 3. Included with this development kit was a string database, containing every single line of text that was written between the earliest and latest point in Witcher 3s development. From this database, we collectively worked to translate the data into a tangible synopsis that makes up the bulk of these documents.

Prologue: In Search of Yennefer

This used to be Temeria, and now what? Nilfgaard came in and everything went to hell!"

Grenn

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q001_beggining - Lilac and Gooseberries

Author: Crygreg
Character List:

- Geralt
- Ciri (child in nightmare, mentioned)
- Vesemir
- Eskel (in nightmare, mentioned)
- Lambert (in nightmare, mentioned)
- The Wild Hunt (in nightmare, mentioned)
- Triss (mentioned)
- Yennefer (mentioned, appearing in the nightmare)
- Elza (innkeeperess)
- Grenn
- Mislav (mentioned)
- Ealdorman of White Orchard
- Knight Roderick of Maribor
- Rozalia (early version of Tomira)
- Morvan Voorhis

The Nightmare
The dream sequence opens up in a similar fashion as in the final release, with Yen pranking Geralt (probably during a bath). He's reminded that he has to go to train with Ciri, since he promised her. Similarly to the previous version, Geralt can choose to behave naughty with Yennefer teasing him about it. Many of the dialogues are either similar or the same ones as vanilla with some minor additional flirts, like Yennefer telling him not to wear himself out too much. Overall the sequence is much flirtier and naughtier.

Geralt ventures into the courtyard to find Vesemir training Ciri already. The following sequence is quite a bit different but similar to the previous version. Ciri expresses her reluctance to undergo rigorous training involving navigating dangerous pendulums (which are referred to as the "Killer's path" in the game files - they're from the books and somewhat similar to what you see her training with in the Netflix show too).

She also asks Geralt why she needs to train if he promised he'd be at her side forever to which Geralt replies she has to know how to defend herself. Despite her complaints and fears, Geralt and Vesemir insist on the necessity of the training for her own safety. Geralt reassures Ciri of her potential and emphasizes the importance of her learning to defend herself independently. The dialogue highlights Ciri's initial resistance and self-doubt, contrasted with Geralt's firm but supportive encouragement. The scenes reflect the mentor-mentee relationship and the underlying theme of self-reliance and preparedness in the face of potential danger.

During Ciri's training, Vesemir also comments about being unsure if they should push her that hard to which Geralt replies that she doesn't have to get it right immediately but that she has to try. The conversation continues with a bit with Vesemir worrying that she is still a child (ironically, he just complained to Geralt before that they spoiled her):

> ***Vesemir:*** *I'm not sure we should push her so hard. It's her first training after a break and you're taking her to Mordownia?*
>
> ***Geralt:*** *We'll try. She doesn't have to get it right immediately.*
>
> ***Vesemir:*** *She's still a child.*
>
> ***Geralt:*** *A child who would jump at a manticore with a sword in hand instead of running away.*
>
> ***Vesemir:*** *The chances of her facing real danger among us are slim.*

Geralt: *I'm not so sure about that. Besides, she won't stay here forever.*

This seems to have also served as a tutorial for Geralt as well, who'd show Ciri how to do it first before having her try. It is not clear how that would have worked, it might have been a movement tutorial - and may have also entailed quicktime events like in Witcher 2. Geralt and Vesemir had quite a few bits of extra dialogue for this section, such as warning Ciri not to go too fast. In his version there seems to be sort of a bet or at least comments from Vesemir, like *"Told you ... too soon"*, while Geralt counters *"Still think it's too soon?"*. In the end Ciri succeeds and finishes the pendulums to which Geralt and Vesemir applaud her.

After this, the nightmare starts to unfold. Unlike the previous version, in this version there are lines from Ciri screaming for Geralt and the other way around. The nightmare would have had the Wild Hunt capturing Ciri. A similar sequence to release plays, where Ciri hits off a Nilfgaardian helmet off the training puppet, runs off, Geralt notices that something's off and the Wild Hunt appears. Instead of abruptly ending, however, the nightmare would have gone on with Ciri being held at her throat by Eredin and Vesemir probably laying on the ground - pleading to Geralt that he can't let them have Ciri. Imlerith loses his patience and lifts his armored leg to kill Vesemir. Lambert is also killed in this scene. Geralt shouts in despair and the nightmare ends.

Early concept for Wild Hunt warriors and mages

Conversation with Vesemir
Geralt wakes up in horror, so does Vesemir in surprise. The dialogue revolves around Geralt and Vesemir discussing their concerns for Ciri and Yennefer, reflecting the emotional toll of their ongoing journey. Vesemir, in contrast, attempts to ground Geralt and direct his focus towards practical matters like finding Yennefer. The discussion touches on themes of regret, concern for loved ones, and a stoic acceptance of their fate.

The scene unfolds in a back-and-forth exchange, revealing both characters' personalities: Geralt's tendency to internalize his worries and Vesemir's seasoned, pragmatic approach.

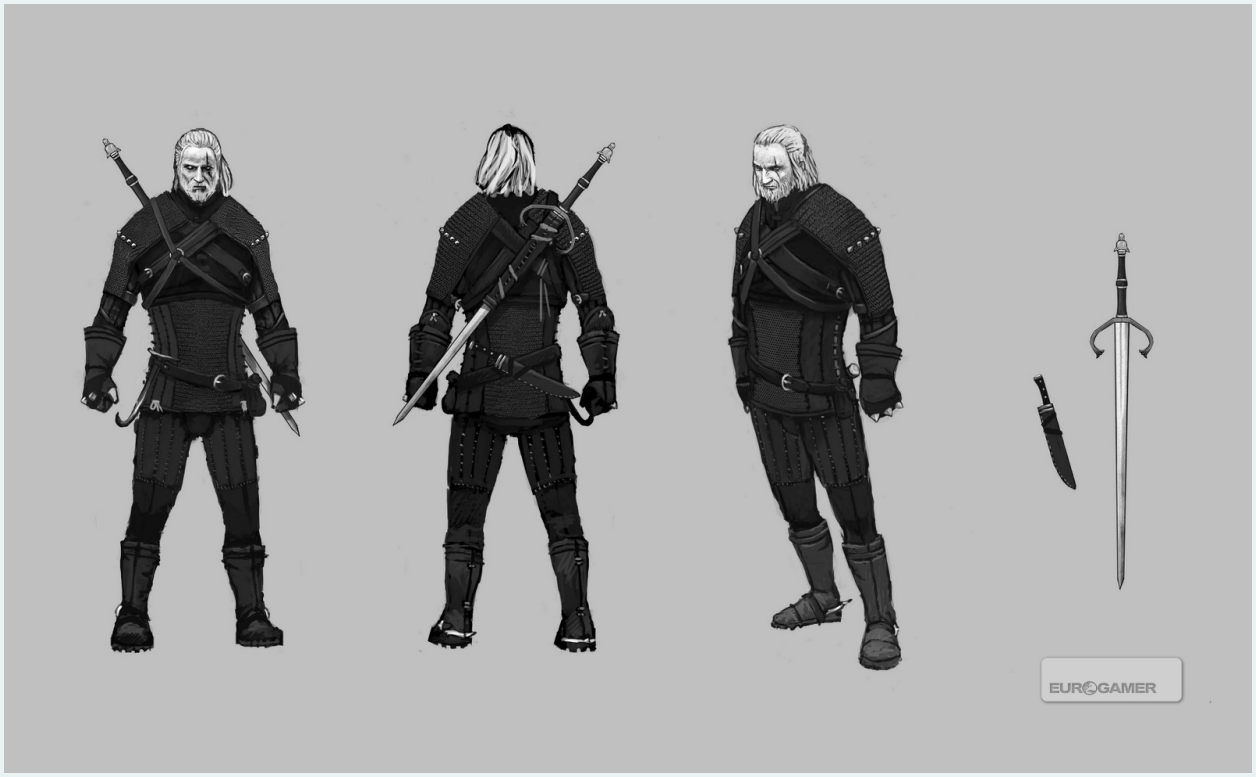
At this point, the player seems to have two choices to choose from:

- "**You can't know that.**" (Geralt is resolute and firm in his stance that no one can truly know certain things. Furthermore, he explains that he knows Vesemir is trying to help but that he doesn't understand.)
- "**Maybe you're right…**" (Geralt concedes that Vesemir's advice might be valid, signaling a moment of doubt or reflection.)

The dialogue continues with Geralt saying: "**Sometimes I wish the mutations had stripped me of emotion.**" Vesemir tries to comfort Geralt, urging him not to worry about Ciri and to focus instead on finding Yennefer. Vesemir's lines offer guidance and practical advice, showing his mentor-like role in calming Geralt's emotional turmoil. Geralt expresses resignation and frustration about his helplessness, particularly when it comes to protecting Ciri. This is reinforced in his dream recounting how he stood still, unable to protect her as the Wild Hunt attacked. Geralt describes a dream in which the Wild Hunt attacks Ciri while he is frozen in place, highlighting his deep-rooted fears of failing her. The conversation ends with Geralt's resigned *"I hope so…"*. This shows his lingering doubts about their ability to protect Ciri and the futility of their efforts against the Wild Hunt.

The Road to White Orchard

Geralt and Vesemir follow the road to White Orchard. Their exchange deals about Nilfgaard's invasion with Vesemir mentioning a side on the war - similarly to the release exchange. However, after Geralt asks him if he believes Radovid, Vesemir asks in a hard way whether it's all the same to Geralt who wins, whether he's forgotten about Nilfgaard's crimes and the massacres in the last war - to which Geralt responds negatively but that it's no reason to believe Radovid's lies either. Then the dialogue continues on as we know.



Concept art depicting the first draft of Geralt in his starting gear

Geralt of Rivia - E3 2013

Geralt of Rivia - The Trail (The same appearance is used in the 2013 Killing Monsters trailer)

The Griffin Attack

Geralt and Vesemir stumble upon a merchant and his caravan being attacked by a griffin. The witchers fight the Griffin and help the merchant escape into the woods. During this brief fight, Vesemir The merchant thanks the witchers and asks how he can repay them to which Vesemir replies with the Law of Surprise. Geralt reacts confused and asks Vesemir why he'd want another unexpected child. Vesemir throws the question back at Geralt as to why he wanted Ciri - and adds that it's just witcher's tradition. The player had two answers to choose from:

- We need coin. (Option 1)
- There won't be any more witchers. (Option 2)

Option 1: Geralt responds that tradition can't feed the horses, nor can it pay the blacksmith, to which Vesemir replies that no amount of coin will produce new witchers - that they'd need children for that. Geralt replies that it'll need mutagens too, which kill seven out of ten boys, at least. Vesemir knows the risks but sees no other way than to accept it because the world needs witchers. Geralt

mocks him by asking that they start by dragging boys to Kaer Morhen and poisoning them with the mutagens, to which Vesemir replies that he didn't ask Geralt for help.

Option 2: Geralt tells Vesemir harshly that there won't be any more witchers. He's also confused, since they agreed not to train any more witchers. The rest of the conversation most likely follows the same essence like Option 1 or wasn't completed entirely.

They are then directed to the tavern by the merchant whose name turns out to be Bram - for both provision and more information about Yennefer. Dialogue is partly the same from vanilla, except that Vesemir says he got bigger cut from shaving, to which Geralt forces him to have it looked at at the inn - and asks what Vesemir shaves with, an axe?

In this version there is additional dialogue between Vesemir and Geralt.

> ***Vesemir:*** *"Stop moralizing."*
>
> ***Geralt:*** *"Don't act tough. You won't impress me."*

Concept art depicting the griffin

Arriving at the Inn

On the way to the inn they have the same exchange as in release. Arriving at the inn, they're most likely greeted in similar fashion as in the released version (it's unclear if any cutscene existed at that point and if so, how it looked but the innkeeper - a woman named Elza - confirms that some thugs would have caused some trouble / bothered the witchers).

Elza apologizes for some thugs and explains that the locals are on edge due to a recent army passage and a prowling griffin. Geralt acknowledges the encounter with the griffin and mentions his companion's injury, requesting a room. Geralt describes the woman he's searching for: raven-haired with violet eyes, dressed in black and white. Elza hasn't seen or smelled such a lady but suggests asking other travellers. Vesemir mentions needing a drink for numbing before stitching himself up. Elza discusses the local situation: The Griffin is causing trouble, and she suggests Geralt talk to the village elder about a reward for killing it. Geralt agrees but hints the reward might not be enough. Elza offers help: Despite the war, her business is thriving, and she offers Geralt a free but modest room. Geralt accepts, stating they aren't picky after months of sleeping outdoors.

In the following scene / gameplay section, Geralt interacts with the locals while seeking information about Yennefer. The interaction with the peasants exists at this point is mostly the same, except for some varying dialogue and Geralt being a bit more threatening here if they don't coorporate. There is also a merchant here he can interact with: He hasn’t seen her but heard she rode south at full gallop. He also prompts Geralt to look at his wares. The merchant insists on Geralt inspecting his goods before continuing the conversation. Geralt humorously asks about return policies, and the merchant confirms he doesn’t accept returns. Geralt presses for more details about Yennefer. The merchant shares that he heard about her from a friend, a cloth merchant, whose horses were spooked by her.

- This version also introduces the Oxenfurt professor (who introduces Geralt to his worst addiction) however his presence and dialogue was written as a placeholder for a planned “cards minigame” which would later become

> Gwent. Gaunter O'Dimm however was still not conceptualised at this stage so he is still not present.

Asking around the Village

Upon leaving the Inn, Geralt encounters a few bandits who try to fight him. In the final game, this is the encounter with the three generic peasants. A peasant named Grenn meddles, however and makes the bandits go away. After that, Geralt talks to him. Grenn would direct Geralt to go speak with the Ealdorman about the Griffin contract. Grenn, according to later scene strings, seems to promise Geralt to lead him to his informer who knows something about Yen and the Nilfgaardians but Geralt has to hunt and kill the griffin first for the town elder. Grenn advises that Geralt talk to the elder and to Mislav, his mother-in-law's brother and a servant to the Nilfgaardian garrison not far from White Orchard. However, he warns Geralt that Mislav will want money. Geralt can also ask Grenn why he's helping him to which Grenn says *"out of the kindness of his heart"* Geralt can also ask if Grenn has a habit of eavesdropping on people to which Grenn says there's rarely a witcher in the village. In order to finance Mislav's information, he'll need to use the bounty from the Griffin contract for his information. Grenn also mentions the dire economic situation and mentions how the innkeeperess lives like a pig

> **Grenn:** *And who does, in these times? Only our innkeeper maybe. She's living like a pig in clover on Nilfgaardian florens… But, as I said, we've got to help each other out…*

The witcher has a conversation with the town elder who is initially grumpy and reluctant to provide information. Geralt mentions looking for work and inquires about a woman with raven hair and violet eyes. The elder explains that there have been two griffin attacks. The first attack happened about a week ago, and the second one occurred more recently. Furthermore, he provides details about the attacks, including the location and the aftermath, such as people being too frightened to leave the tavern. He also describes the second attack, where the griffin attacked a flock of sheep, killing several and a knight who tried to kill the griffin but was injured and is now treated for his injuries. Geralt discusses the

need to lure the griffin out and mentions putting up a false trail. The elder mentions a boy who had a run-in with the griffin and survived, suggesting the witcher can get more information from him. The conversation ends with the witcher thanking the elder for the information and preparing to deal with the griffin. There are also exchanges where the elder expresses skepticism about the witcher's presence and abilities, typical of the distrust people often have towards witchers (and also reminiscent of Vesemir's comments on the elder).

Preparations - Talking to the Peasants
This section is new to this version of the story. After the exchange, Geralt goes to talk to the eyewitness(es). He can find both peasants drunk at the tavern, unwilling to talk to him because they don't trust strangers in White Orchard. Geralt can do two things here:

- Offer to buy them another drink, saying that then they won't be strangers anymore (smooth)
- Refuse to buy them any drink and press them for further information

It's not clear whether buying a drink was mandatory but some lines indicate that it was to progress here. Either way, the peasants explain to Geralt that he should watch out for the Griffin and its deadly prowess, particularly its aerial attacks, and advise him against confronting it with a pitchfork, recounting a tale of a local named Benke who met a gruesome fate. Geralt concludes the Griffin must have taken a liking to human blood ever since the knight was injured and that's why it frequently attacks the villagers. Despite the warnings, Geralt remains determined and emphasizes that once he kills the beast it won't be a danger anymore.

Preparations - Healing and Talking to the Knight
The knight is currently being taken care of by the village herbalist Rozalia (internally called Zielarka and also referred to internally as a “witch”). Geralt then goes to speak to the herbalist about finding buckthorn and to the knight about where the Griffin’s lair is. When he arrives he finds the knight severely injured and unable to speak. The knight goes by the name of Roderick of Maribor.

Talking to the herbalist/witch, Geralt concludes that he'll prepare a Swallow potion and White Honey to heal the knight so that he can speak with him. This serves as the alchemy tutorial. Swallow is still described as "blue" in the dialogue (probably referencing the Witcher 2 icon of the potion). White Honey serves as a way to get rid of the toxicity, so the knight survives the potion. Rozalia behaves a bit differently here, being a bit suspicious at one point (e.g. saying that *"But his eyes won't get all snake-like, eh?"*). Geralt can also jest and tell her *"Never can be certain. He might turn into a flying pig"* to which Rozalia responds by saying, *"To jest at a time like this... And a sorry jest at that. What do I do with these?"*. Geralt can also be more serious and tell her that he'll be fine.

There are also lines that seem to indicate that Geralt could try to interact with the knight in his injured state before talking to Rozalia, resulting in her reacting offended / angry and asking Geralt: *"Hey! Who are you? And why are you poking him? Can't you see the man is barely breathing?"*

- There is also another line said in response to Geralt's potion offer, *"Sure these won't harm him? The witch said they's no good to a normal man..."*. This line seems to indicate that Rozalia isn't the witch and that term is referencing another character. It is unknown who the witch is.

The healing process probably takes time, so it serves as the meditation tutorial. When the knight is healed and able to speak he tells Geralt that he was now fooled by the beast twice. Upon further inquiry, the knight explains that there was a tournament by the duke of Ellander, before the war. There, he cut the Griffin’s shackles by accident in the fight, resulting in the beast slaughtering the gathered crowd and then flying off. The knight swore he would find the beast and kill it. Their second meeting in White Orchard started off with the Griffin attacking the local shepherd. The knight tried to kill it but failed because the local population came at it with pitchforks and enraged it. He also mentions that the Griffin is female, causing Geralt to conclude that it must be so aggressive because it recently laid eggs. The knight was injured but wasn’t killed because the Griffin didn't want to bother tearing further through the knight's armor, it fled. The knight also noticed that the Griffin was afraid of the torch the knight

held indicating that it may be weak to fire. This is possibly another tutorial to explain monster weaknesses.

Preparations - Finding the Nest
Following the trail given by the knight, Geralt finds out that the Griffin set up his nest on an island and compliments the Griffin on its cleverness. Presumably the nest was going to be where the Nilfgaardian camp is set up in the release version of the game. Three aspects support this:

- Concept art depicts the ruins being on an island somewhat and it's not fortified (by Nilfgaardians) or repaired in any way.
- Release version showcases the area being surrounded by the river (as in concept art) but also a swamp area with a lot of water. This could be a remnant of that initial idea.
- The Nilfgaardians seem to be absent in the earlier versions of the prologue and mostly just mentioned, appearing only at the end.

How the rest of the trail search would have gone, is not quite known but it might have either followed the release route or stuck with the explanation that the Griffin went for the sheeps in the village and other animal life until it got a taste of human blood thanks to the knight and since then terrorized the local population. Due to the dialogue with the knight, it's also possible that Geralt could destroy the eggs to further aggravate the Griffin, though little evidence exists of that.

Preparations - Getting the boat & buckthorn
To obtain the Buckthorn, Geralt needs to acquire a boat in order to sail out into the river and find it. The peasant willing to sell the boat is convinced Geralt is a sign that he should leave the area, since he's clearly agitated by it and is only kept by the boat which he's trying to get rid of for money. He proclaims Geralt being a sign from the gods which Geralt strongly refuses to believe. Despite asking to just borrow it, the peasant refuses to let Geralt borrow anything. Geralt has the option to play dice with him or pay him a set amount of money for the boat. If he fails to win at dice, he can do a rematch.

Note: In most of the earlier versions of the game Geralt's ability to swim was limited by stamina making finding a boat a common gameplay objective when large bodies of water are involved.

Hunting the Griffin

After getting the Buckthorn, Geralt sets the trap and engages the Griffin. The details of this fight may have been different given that the combat mechanics were quite different at this point in development. However there is a possibility that Vesemir did not participate like he did in the final game. Additionally it could have been lured to its nest which was in the ruins where the Nilfgaardian camp is in release. This is only a theory, however. After killing the Griffin the reward could be obtained from the Ealdorman, presumably with some information about Yennefer's whereabouts as well. Geralt then regroups with Vesemir back at the inn.

The Bandit Attack

Just as Geralt and Vesemir arrive, bandits have attacked the Inn, led by Grenn, the peasant from earlier. Initially, Grenn taunts Geralt about the Griffin, sarcastically expressing hope that it would keep him occupied. Geralt responds calmly but firmly, making it clear that he offers no second chances. The conversation becomes more intense as Grenn reveals that there was no informer, and the whole situation was a setup. Grenn admits that he had been planning the attack for a long time and expresses frustration that Geralt and another witcher got in his way. Despite the opportunity to back down, Grenn offers Geralt a way out, but Geralt refuses, reiterating his stance on second chances. The dialogue emphasizes tension and hostility, with Grenn's increasing frustration as he realizes that his plans have been foiled. Geralt remains resolute and firm, unwilling to compromise or let Grenn off easily. Grenn's motivation for robbing the innkeeper is as follows:

> ***Grenn:*** *"Are you fucking blind?! This used to be Temeria, and now what? Nilfgaard came in and everything went to hell!"*

Bandit: *"And that treacherous whore doesn't care, calmly trading with the Nilfgaardians and getting rich!"*

Presumably a deadly fight ensues that ends up with Grenn and his gang getting killed. There also seems to be a choice where you can convince Grenn to leave it be. While his men are irritated by that, Grenn acts resolute.

[Choice Line]:

Geralt: *"You're mistaken. I'm the one giving chances here."*

Grenn: *"We're leaving."*

Bandit: *"What do you mean?!"*

Grenn: *"That's that, damn it! Everyone – out!"*

[Choice Line]: *"Unfortunately, I have to disappoint you. I don't give second chances."*

In this version of the story, the innkeeperess reacts terrified, though not as rude as in the release version. She seems more pleading, as well as scared when asking Geralt to leave (immediately after the fight the player was still able to control Geralt). It's also possible that her reaction depends on your choice on how to deal with Grenn and his men.

Nilfgaardians arrive at the scene, answering the commotion and ask the witchers' identities. Geralt tells them who they are and that they're the ones doing the dirty work for them. In this version of the story Morvan Voorhis is present and enthusiastically calls out their luck for all the patrols in Temeria are looking for Geralt specifically - not Vesemir however, who they don't want to take in. Voorhis crudely tell Geralt to pack up his things and accompany them to which Geralt threatens him, saying: *"Not in that tone."* Vesemir tells Geralt to calm down, however, since Emhyr might have information on Yennefer and he should go with them, to which Geralt replies that he's counting for it and reassuring that

Vesemir is fit for travel. Vesemir assures him he'll travel back to Kaer Morhen and rest there, since he's been roughed up a bit.

Vesemir also tells Geralt he'll ask Eskel and Lambert if they know anything new about Yennefer and that Geralt should look for him in Kaer Morhen. There also seems to be a player choice here where the player can choose to ride to Vizima or wait.

q002_emhyr - Imperial Audience

Author: Crygreg
Character List:

- Geralt
- Yennefer
- Emhyr var Emreis
- Chamberlain
- Ciri (mentioned)
- The Wild Hunt (mentioned)
- Triss (mentioned)
- Bloody Baron (mentioned)
- Vernon Roche (mentioned)

Arriving in Vizima Castle
The passage begins with a court scene where Emhyr var Emreis, the Emperor of Nilfgaard, is presiding over a disciplinary matter involving his soldiers. The scene starts with a sergeant and a corporal being questioned by Emhyr about their actions. The sergeant, speaking humbly, admits to something (though the details are not specified in the text). Another soldier from Ellander, visibly frightened, explains that he committed some act because his distant relatives were hungry.

A passionate accusation follows from another soldier, who claims that the sergeant sneaked out of the camp at night. Emhyr, inquisitively, asks the corporal what he saw that night. The corporal, with a trembling voice, reveals that he saw the major and his men dragging women by the hair, slaughtering men, and ransacking a house. Emhyr sternly asks the major if this is true, to which the major feverishly responds that the victims refused to pay tribute. Emhyr sharply rebukes this, stating that the tributes were already collected and that unjust harassment of the populace was forbidden.

The major, masking his panic with bravado, claims he did it for the glory of the empire and to spite the Temerians. Emhyr dispassionately declares that the

major disobeyed his orders, leading the major to desperately beg for mercy. Emhyr then sentences both of them to fifty lashes and twenty days on bread and water (it's unclear if this is the punishment for both of them or just one of them). The one (the major) for disobeying his orders and enacting unjust harassment on the population, the other one (the soldier / officer) for beating the major, since he's a superior officer and - in Emhyr's words - he has acted against the Emperor that way.

At this point, a soldier announces the arrival of the witcher, Geralt, to Emhyr, who expresses his pleasure and orders to bring Geralt in. Emhyr inquires about Lady var Evreux and is told that she announces a delay, which surprises Emhyr. Subsequently, another announcement is made regarding the arrival of Lady Yennefer of Vengerberg. Yennefer enters, addressing Emhyr with cold courtesy. Emhyr, with a bit of mocking calmness, remarks on her delayed arrival. Yennefer, cold and sarcastic, retorts about the incompetence of the apprentices she was given to work with, criticizing their abilities and intelligence. Emhyr responds icily, noting that Yennefer had requested those assistants. At the same time, it's also possible that Emhyr is a bit amused by this exchange. Yennefer counters that she expected more from the former pupils of Lady var Anahid, but she was wrong. She then makes a pointed request for more suitable assistants, given Emhyr's status as the emperor of the most powerful country in the world.

The Audience with Emhyr

Emhyr proceeds by telling Geralt, who entered the scene by this time, that he has come a long way:

> ***Geralt:*** *(Bows) Your Imperial Majesty.*
>
> ***Emhyr:*** *We meet again, witcher. You've come a long way.*
>
> ***Geralt:*** *Not half as long as you, Your Majesty. And I hear you've just started your journey.*
>
> ***Emhyr:*** *Humility is clearly not among your virtues. What brings you to Temeria? Sentiment, or are you hunting something again?*

Geralt: *I learnt that Your Majesty is chasing me. So here I am. I wouldn't say it's fondness.*

Emhyr: *You guessed right, witcher, we still fancy the same people.*

Emhyr: *For, as you can see, Lady Yennefer is here of her own volition.*

After this, Geralt has two choices:

- *Why all the secrecy?*
- *Let's get to the point.*

Option 1: Geralt asks why her presence (probably referring to Yennefer) seems like a secret, to which Emhyr replies that he must be referring to her false identity - but proceeds to tell Geralt that he does not wish to bore him with political details and that this discretion will serve all three of them best.

Option 2: A humorous exchange occurs:

Geralt: *Stop me if I'm wrong, but somehow I doubt she's here to advise you on, say, the palace decor.*

Geralt: *You have business to discuss. With us both.*

Emhyr: *Sharp as ever, despite your age. Indeed, I need your aid with... a certain matter...*

Geralt: *The great Emperor of Nilfgaard needs a humble witcher's help... What is the world coming to?*

Yennefer interrupts Geralt's mocking, saying that he should listen to what the Emperor has to say. Emhyr proceeds to explain that Cirilla has returned, basically the same breakdown as in release. What is interesting is that his tone is much less demanding and more polite and he tells Geralt he just wants Ciri to be "safe". Geralt obviously highly doubts him there but Emhyr tries to convince him that he wants to give Ciri her birthright - the Nilfgaardian throne. Geralt reluctantly accepts but tells him that it will be Ciri's choice whether she wants to come to

hear him out or not, to which Emhyr agrees. Yennefer also presses Geralt by saying: “*For once, don't look for problems, Geralt. If I had any doubts that Ciri was in danger, I wouldn't be here. Help us find her.”*

After this exchange, Emhyr briefs Geralt on his mission with a few additions made by Yennefer. Geralt can choose the following inquires (It is also possible he has to choose from one of them):

- **Skellige:** A magic cataclysm is investigated by Yennefer, who tells Geralt to join her at Kaer Trolde.
- **Novigrad:** Emhyr states his people (referred to as “agent” in the following lines) saw Triss there and states that Geralt's *"old friend Vernon Roche might be able to help*". He continues by saying: *"People like him always land on their feet. Roche has been in Novigrad for some time. I suppose, as usual, he is well-informed."* The following dialogue is also quite humorous:
    - ***Geralt:*** *These clues are rather poor for the imperial intelligence.*
    - ***Emhyr:*** *True, they are just leads, but they will have to suffice. I know your capabilities.*
    - ***Emhyr:*** *Besides, you supposedly have destiny as an ally...*
- There is a choice to ask about Gors Velen but there isn't any dialogue written for it, as far as we can tell (Gors Velen was a pre-production location cut very early).

At some point (it is unclear how or why) Emhyr, addressing Yennefer and Geralt with cold courtesy, implies that the courtiers are not interested in this matter. Quieter and more resolutely, Emhyr states to Yennefer and Geralt that he understands their common trait of insolence. He concludes the scene by stating he requires some air before they proceed further.

Unlike the previous version, this version of the quest contains a large reunion conversation between Geralt and Yennefer. Yennefer leads Geralt into a private room and their long awaited conversation begins.

Yennefer: *No one will interrupt us here. It's time for us to explain everything to each other.*

Geralt: *A lot has happened during the time we didn't see each other.*

Yennefer: *So, finally found me. Though it was by chance. A detail I suppose I shouldn't hold against you.*

Geralt: *Even if I hadn't lost my memory, the Nilfgaardian emperor's court is probably the last place I would've thought to look.*

Yennefer: *Geralt, don't play me for a fool. You can't blame everything on your amnesia. I know you've recovered your memory. I know you got your memory back. I also know who helped you retrieve it.*

Geralt: *All right, so you know a lot. Thing I don't get is why you didn't try to contact me. Enjoy watching me wander around, wondering if you were alive?*

Yennefer: *In learning about you, I also learned you were with Triss.*

The player gets their first (of MANY) choices in the conversation:

1. I'm not with Triss.
2. Can we talk about this calmly?

Choice 1: I'm not with Triss.

Geralt: *I don't know where Triss is or what she's doing.*

Yennefer: *You abandoned her, too?*

Geralt: *I went looking for you.*

Yennefer: *Why?*

Choice 2: Can we talk about this calmly?

Geralt: *Wanna talk or argue?*

Yennefer: *I'd like us to be honest.*

Both options lead to this exchange.

Geralt: *Listen… A lot's happened since we were last together. When I recovered my memory, I knew I needed to find you… If only to learn if I still had feelings for you… If anything was left of our time on the Isle of Avalon…*

Yennefer: *And? Is there?*

Geralt: *Let's just say I owed you one.*

Yennefer: *Some things are best forgiven, let go.*

Again, more choices appear in both scenarios:

1. I needed to know if you were all right.
2. Nothing better to do.
3. Missed you.

Choice 1: I needed to know if you were all right.

Geralt: *I was worried about you…*

Yennefer: *I can take care of myself. It's Ciri I'm worried about.*

Geralt: *So am I. But she's not a little girl anymore… And pretty handy with a sword as I recall.*

Choice 2: Nothing better to do.

Geralt: *How's this for a laugh: Got bored one day and thought, "Maybe I oughta find Yen."*

Yennefer: *Is that why you've come? To insult me?*

Geralt: *You're not making this easy.*

Yennefer: *I don't intend to. You hurt me.*

Geralt: *I know. And I'm sorry. But would you call yourself innocent in all this?*

Yennefer: *I could have… behaved differently… in some instances…. But this is neither the time nor the place to explain. What matters now is Ciri, finding her.*

Choice 3: Missed you.

Geralt: *I missed you.*

Yennefer: *I'm to believe that?*

Geralt: *I was worried about you…*

Yennefer: *I can take care of myself. It's Ciri I'm worried about.*

Geralt: *So am I. But she's not a little girl anymore… And pretty handy with a sword as I recall.*

Geralt then asks Yennefer why Emhyr is looking for Ciri.

Geralt: *How did it happen that Emhyr even started looking for Ciri?*

Yennefer: *The first time his people picked up her trail was two years ago. Then she appeared a few more times, but always stayed for no more than a few hours.*

Yennefer: *This didn’t make the search any easier. Neither the emperor's sorcerers nor the spies could determine what was happening with her.*

Geralt: *And then the emperor remembered that he has you… Suddenly you became needed…*

Yennefer: *I became indispensable. And I could set my terms.*

Yennefer: *Especially since the situation started to escalate, because not long ago Ciri was seen in three places: in Novigrad, Skellige, and Velen.*

Yennefer: *I think he never stopped caring about her… And when the opportunity arose to make amends for not being the best father, he decided to take it.*

Geralt: *And employing the people who raised her for him?*

Yennefer: *At first, I really thought it was some kind of game, but he spoke in such a way… Besides, he didn't have to say anything; his eyes revealed everything. He truly cares about her, Geralt.*

There is one instance where Geralt and Yennefer discuss Eredin.

Geralt: *I understand. He will take revenge. And we need to stop him.*

Yennefer: *I don't know if he will take revenge, but I'm convinced that Ciri is in danger…*

After this, the exchange revolves about Ciri's whereabouts: Velen, Novigrad and Skellige, just like in release.

Yennefer: *It seems she arrived here for a specific purpose, as she didn't disappear immediately but traveled— in a conventional way.*

Yennefer: *That's why I'm worried about her. People don't go to such places for pleasure.*

The player gets three choices to ask about each place Ciri had been seen.

1. What should I do when I get to Velen?
2. Was Ciri in Skellige?
3. Was Ciri in Novigrad?

Choice 1: What should I do when I get to Velen?

Geralt: *I don't understand what Ciri would be doing in Velen. There's nothing there but ruins, hunger, and death…*

Yennefer: *I'd like you to check that lead first. According to the imperial intelligence report, Ciri killed some of the men of a local warlord, the Bloody Baron.*

Geralt: *Lovely nickname. Wonder how he got it.*

Yennefer: *You can ask him when you meet him. We're interested in Hendrik, not the Baron. To summon Hendrik, you must light a fire on Hanged Man's Hill.*

Geralt: *I still think it's a weird deal.*

Yennefer: *Then look for him at the Inn at the Crossroads. He'll speak to you once he hears the password: "They sell the best chestnuts in front of Rhys-Run Palace."*

Choice 2: Was Ciri in Skellige?

Geralt: *Velen and Novigrad are relatively close, but Skellige is quite far… Was Ciri seen there too?*

Yennefer: *Not exactly. There was a powerful magical explosion on Ard Skellig. The energy wave was felt far out at sea, and the site itself is completely devastated.*

Geralt: *Do you think Ciri had something to do with it?*

Yennefer: *She has a natural power that she never fully controlled. It's not certain it was her… But I don't want to miss anything. If she was there, if something happened to her… I simply have to check.*

Yennefer: *Additionally, we received reports that the crash site is…*

Yennefer: *A patch of forest over several dozen meters looks like a graveyard of twisted trees, and phantoms are swirling everywhere.*

Yennefer: *I'll start by checking that place.*

Choice 3: Was Ciri in Novigrad?

Geralt: *Ciri was in Novigrad? As a child, she didn't like big cities, she felt uneasy in them…*

Yennefer: *Geralt… She is no longer a child.*

Geralt: *To me, she will always be a little girl with scraped knees, wielding a wooden sword…*

Yennefer: *I never understood why she prefers running around a den of iniquity rather than studying magic…*

Yennefer: *And speaking of magic— in Novigrad, you'll contact Triss; she has a house right by the market. And I suspect she's as well-informed as ever…*

Yennefer: *If the emperor's men are not mistaken, she must have been in Novigrad some time ago, before the Redanian army blocked the passages on the Pontar*

Geralt frowns and looks confused

Geralt: *Yen, when it comes to Triss…*

Yen grabs Geralt by the hand, looking him in the eyes**.**

Yennefer: *Triss Merigold is my friend, and this is neither the time nor the place to talk about her. Right now, Ciri is what matters.*

After going through all of it, the player gets a new choice: "Anything else?"

Geralt: *Hmm… Should I know anything else?*

Yennefer: *I don't know anything more about Ciri, but I want to ask you… Do you remember… the Isle of Avalon?*

Geralt: *Hmm… I think so.*

Yennefer: *And do you remember… the Isle of Avalon?*

The player then gets several choices:

1. When did you get your memory back?
2. Do you remember what you did with the Hunt?
3. What happened after leaving the Wild Hunt?
4. Did you lose your memory?
5. What are you doing at the Emperor's court?
6. What happened to you?
7. Were you looking for me?
8. What does Emhyr want in return?
9. Why does Emhyr want to find Ciri?
10. Thank you for the information. (Exit)

Choice 1: When did you get your memory back?

Geralt: *And yet you remember everything.*

Yennefer: *At the Imperial court, the best sorcerers specializing in reading memories took care of me. They worked on me for a long time before I started to recall the past. We're talking about me, and I'd like to know what happened to you all these years.*

Choice 2: Do you remember what you did with the Hunt?

Geralt: *The last thing I remembered was what I did while with the Wild Hunt.*

Yennefer: *That's the one thing I don't remember. Despite the efforts, the sorcerers couldn't restore that part of my memory.*

Geralt: *Sometimes I'd prefer to forget what I did as a rider of the spectral procession.*

Yennefer: *We're talking about me, and I'd like to know what happened to you all these years.*

Geralt: *It's a long story. I don't know if it'll make sense briefly.*

Yennefer: *Try.*

Geralt: *Shortly after my escape from the Wild Hunt, someone stole the witcher secrets from Kaer Morhen. It turned out that the Grandmaster of the Order of the Flaming Rose was behind it all.*

Yennefer: *I know you managed to recover them. With the help of Triss Merigold.*

Geralt: *That's true. Soon after, Foltest was murdered.*

Yennefer: *I understand that slowed down the search because his advisor was Triss Merigold, and you couldn't leave her just like that.*

Geralt: *At that time, I hadn't regained my memory. Besides, I had to clear my name because I was accused of the murder. I see you know everything.*

Yennefer: *I know a lot. The Imperial intelligence was interested in you. So was I. The first thing I wanted to do after regaining my memory was to meet with you. But I realized that I would only get in the way. You and Triss Merigold.*

Geralt: *Since you know everything… It makes things easier.*

Choice 3: What happened after leaving the Wild Hunt?

Geralt: *We last saw each other during the fight with the Wild Hunt.*

Yennefer: *I'll never forget what you did for me.*

Geralt: *I had no choice.*

Yennefer: *You offered to trade yourself for me to the wraiths. I don't know anyone else who would dare to do that.*

Geralt: *Anyone who spent time with you on the Isle of Apples. When they took you, I chased them for so long that I lost track of time. If I hadn't met Letho and his comrades, I probably never would have freed you.*

Yennefer: *I set out with them on the journey to Nilfgaard.*

Four more choices related to choice 3 appear, allowing Geralt to ask for more details about Yennefer's journey with Letho.

Choice 3A: "What happened when you regained your memory?"

Geralt: *He said they interrogated you, then he and his buddies went off to kill kings. He didn't know what happened to you, but he suspected you suggested to the emperor how to blame the sorceresses for the crimes..*

Choice 3B: *"Did you know what they wanted?"*

Geralt: *Did you know what he was planning?*

Yennefer: *I thought I did. Then it turned out he deceived me. He claimed he wanted to find a witcher's job at the Imperial court. He said that the south was plagued by post-conjunction monsters.*

Geralt: *You believed him?*

Yennefer: *Let's say I had doubts. But at that moment, I had no choice.*

Geralt: *Did they suddenly decide to go south?*

Yennefer: *One night in the camp, a man appeared. Letho talked to him for a long time but didn't tell me what it was about. The next day, we headed to Nilfgaard.*

Geralt: *What happened next?*

Yennefer: *I think that's when I started to annoy them. I wanted to know too much.*

Geralt: *I think that's when they made the deal with the Emperor to create chaos in the North and eliminate the Lodge of Sorceresses.*

Yennefer: *You probably know more about that than I do.*

Geralt: *The Emperor promised Letho to rebuild the Viper Witcher School in exchange for killing the rulers of the northern kingdoms. Then he blamed it all on the Lodge.*

Geralt: *He said they interrogated you, then he and his buddies went off to kill kings. He didn't know what happened to you, but he suspected you suggested to the emperor how to blame the sorceresses for the crimes..*

Yennefer: *Only someone like Emhyr could outwit Philippa Eilhart and her followers.*

Geralt: *That means it was Letho's idea.*

Choice 3C: "Did they take care of you?"

Geralt: *Letho promised me that he would take care of you.*

Yennefer: *He kept his word. Sometimes he even overdid it, treating me like a special needs child.*

Geralt: *He mentioned something... He said that secret services of the emperor led you to the imperial court.*

Yennefer: *We were in the heart of Nilfgaard, such a turn of events was predictable. But I was desperate – I needed someone to help me regain my memory. Eventually, we reached a certain sorcerer...*

Yennefer: *Besides, I was desperate, and the one we reached agreed to try to restore my memory.*

Geralt: *And he turned you over to the emperor.*

Yennefer: *He probably had no choice. Besides, now I think it was inevitable... But back then, when I looked into the past, I only saw a blank spot. I didn't realize that every Nilfgaardian sorcerer is on Emhyr's leash.*

Choice 3D: "I understand." (Returns to main choice hub)

Choice 4: Did you lose your memory?

Geralt*: When I escaped from the Wild Hunt, I lost my memory.*

Yennefer: *It was the same for me.*

Geralt: *I thought that only happened to those who fall out of the spiral.*

Yennefer: *Because it does. If you don't travel with one of the officers. I lost my memory because Eredin wanted it that way.*

Geralt: *And he could do that?*

Yennefer: *With the help of the Wild Hunt navigator Imlerith, he can do many things to people who end up in his entourage. That's the only reason I didn't look for you.*

Choice 5: What are you doing at the Emperor's court?

Geralt: *I searched for you for a long time. And I never thought I'd find you with the Emperor.*

Yennefer: *Life likes to play tricks.*

Geralt: *Are you serving the emperor?*

Yennefer: *"I've never liked the word 'serve.' Let's say it's a kind of exchange – my skills for his resources.*

Geralt: *What do you do for him?*

Yennefer: *I don't serve the Emperor.*

Geralt: *According to Emhyr, everyone serves the Emperor.*

Yennefer: *Possible. But I have my own opinion. And I set my own conditions. The Emperor provided me with a great magical support, a library, assistants. Only thanks to this, I found a clue about Ciri.*

Geralt: *In such deals, one side always comes off worse…*

Yennefer: *For now, I don't care about that. We have a common goal – to find Ciri. I know how to search, the emperor provides me with the means to do it.*

Geralt: *And I'm one of those means?*

Yennefer: *You're much more than that.*

Yennefer: *But I won't hide that I'm counting on the search being much more effective with you.*

Choice 6: What happened to you?

Geralt: *What's happened to you all this time?*

Yennefer: *Hmm… First, I was driving Letho and his companions crazy…*

Geralt: *He mentioned something…*

Yennefer: *Come on, Geralt, I'm fully aware of how I affect people. Specifically, their nerves. I have to give Letho credit, because despite everything, he didn't abandon me; he helped me look for someone who would help me regain my memory.*

Choice 7: Were you looking for me?

Geralt: *And you… Were you looking for me?*

Yennefer: *Geralt… There are two people in this world I would do anything for: you and Ciri. But of the two of you, I worry more about her.*

Yennefer: *When I regained my memory and realized that Ciri had returned to our world, I was faced with a choice: to search for her or you.*

Yennefer: *You are an experienced witcher who always lands on your feet, and Ciri…*

Geralt: *I understand, Yen, you don't have to explain. For me, Ciri is like a daughter.*

Yennefer: *At first, I thought Emhyr only cared about my knowledge, and once he got it, he would kill me or lock me in dimeritium and let me rot in a dungeon, but it turned out he had a different plan.*

Yennefer: *One day he summoned me and said something that knocked me off my feet. Ciri has returned.*

Geralt: *Do you think the emperor cared about you regaining your memory?*

Yennefer: *No... At least not at first. I suspect he wanted to squeeze as much out of me as possible, then kill me or lock me in dimeritium and condemn me to rot in a dungeon. But over time, it turned out he had a different plan.*

Yennefer: *But in the process, they also helped me regain my memory.*

Geralt: *Did they torture you?*

Yennefer: *Not physically. The emperor's sorcerers scanned my mind day and night. They are diligent craftsmen, so they extracted a lot from it... But they also helped me regain my memory.*

Geralt: *Connected to Ciri? She nods and recounts again.*

Yennefer: *One day, the guards pulled me out of my cell and dragged me before the emperor. I was sure it was the end, but instead of 'execute her,' I heard: 'Cirilla has returned.' My legs gave away beneath me...*

Choice 8: What does Emhyr want in return?

Geralt: *Emhyr doesn't do anything for free. What's the deal?*

Yennefer: *The Emperor cares about finding Cirilla as much as I do.*

Geralt: *Is that all? This was supposed to be an honest conversation, Yen.*

Yennefer: *I promised him I would take care of Cerys. She's a simple girl, lost in the world of court intrigues. The Emperor wants his wife to gain confidence and sophistication.*

Geralt: *You're doing well. It's possible that your student will become the queen of Skellige.*

Yennefer: *Irresponsible brat.*

Choice 9: Why does Emhyr want to find Ciri?

Geralt: *Why is Emhyr suddenly so keen on finding Ciri?*

Yennefer: *The Emperor wants her to take the throne after him.*

Geralt: *Is he not feeling well?*

Yennefer: *He's tired. He dreams of handing over the crown to trustworthy hands and stepping into the shadows.*

Geralt: *That doesn't suit him.*

Yennefer: *Of course, he'll keep advisory functions in the Empire's most important matters.*

Choice 10 ***(Exiting the conversation):***

Geralt: *I still have thousands of questions to ask you.*

Yennefer: *Me too. But there's no time, Ciri is more important.*

Instead of getting Geralt ready for the audience, the chamberlain was going to allow Geralt to leave the palace (or not, depending on what the player chooses). It's unclear if the fast travel system as we know it existed or if it worked differently. But as far as it appears, the section ends here and Geralt ventures to Velen.

Early Yennefer concept art

Act 1: Searching for Ciri

Sometimes a man finds himself at wit's end, other times it's the only means he has left
The Pellar

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Author: Ferroxius
Character List

- Geralt
- Hendrik
- Innkeeper
- Peasant couple
- Patron
- Baron's henchmen

Geralt arrives near the Hanged Man’s Tree and lights the nearby pyre with Igni. He then turns and looks at the Inn at the Crossroads up ahead. This fire is intended to be a signal for Hendrik to meet him at the inn.

- The village of Mulbrydale is located near the Hanged Man’s Tree in the final game with the Inn at the Crossroads being a farther way off.

The loading screen artwork for q101 in the final game shows the signal fire

Geralt enters the inn and speaks with the innkeeper:

- Geralt can ask if this is the Inn at the Crossroads. The innkeeper confirms it is and notes that the road to Novigrad passes through here but there's naught on it now except for bandits and armies.
- Geralt can say he's looking for Hendrik. The innkeeper points him to a man sitting in the corner.
- Geralt can ask if the innkeeper has anything to eat. The innkeeper says theres not much to be had, stating that *"Folk venture into the fields before sunup to catch frogs, gather acorns, grind'm into flour. Whosoever's got a hen don't sleep nights so he can watch his bird."*
- Geralt can ask who rules the land. The innkeeper says Nilfgaard have a garrison nearby but they're too weak right now so they struck a deal with the Baron. He's a puppet of sorts but it's clear Nilfgaard promised him something big.

This conversation with the innkeep is still in the final game files. A clip can be seen here.

Geralt can speak with a couple in the inn. He can try asking if the man there is Hendrik or says the password. Both options cause the couple to be confused. It is evident they aren't the contact.

- Geralt can also inquire about the state of the land and the peasant man says that the Baron rules. Geralt asks by whose decree and the peasant says he doesn't know, he says that it's wartime and whoever has the strength in people takes the land.

Geralt can speak with a patron in the inn called Moribor. Geralt asks if he's Hendrik or relays the password. Moribor doesn't understand and asks if this is about the flour. Geralt deduces that he's a thief but Moribor denies this and tells Geralt to leave him be.

Geralt sits with Hendrik who asks what Geralt wants. Geralt must relay the password otherwise Hendrik will feign ignorance. On saying the password,

Hendrik's tone changes and he says Geralt can ask what he wishes. Geralt says a woman was here recently that Emhyr is interested in. Hendrik confirms this. He says he was east of here for a while, gathering intelligence on the Temerian guerillas. He received a report that the woman had been seen in Velen and so he rode here as fast as he could. He has yet to find her though. He has a source that knows she suddenly appeared out of nowhere, wounded. She was taken to the Bloody Baron and at some point had a run-in with a witch.

- Geralt asks about the Baron. Hendrik says that apparently she had a run in with some of the Baron's men and sliced them up before riding off. Those at the fort are embarrassed to speak of being bested by some harlot. Geralt tells him not to call her that and Hendrik asks why, is she important somehow? Geralt says she is to him. Regardless, Hendrik says that if Geralt wants to get in to speak with the Baron he should tell the Baron he could help him find his missing wife and daughter. Apparently he's been searching quite desperately for them as of late.
- Geralt asks about the witch. Hendrik says he wasn't able to learn much. The locals hold their witches in great esteem and are very protective of them. He recounts how he almost got lynched when he tried to inquire once.
- Geralt asks about the source and if he can speak with him. Hendrik says he can't as he's lost contact with the source. Last report suggested he was being watched. He lives in Heatherton if Geralt wants to investigate.

After speaking, some of the Baron's men suddenly appear at the table and grab Hendrik, saying he's due for a chat at Crows Perch. Geralt stands up for Hendrik and says they're not taking him anywhere. This leads to a fight where Geralt has to kill the men. Hendrik thanks Geralt for saving him, noting how he'd seen the flayed corpses in the keep before. He leaves

Heatherton

Note: Heatherton's implementation in this quest is difficult to ascertain as some lines of text support its involvement in the quest, while the 2013 demo involved a near identical sequence in Skellige, and in a village named Dalvik. It is also difficult to ascertain why Geralt would go here at this point since Hendrik is still alive so this may have been in the process of being implemented.

Geralt goes to the village to find it completely destroyed. The huts are all burned down and the ground is covered in a strange frost. A survivor is nearby. Geralt asks him what happened and the man recounts how the Wild Hunt descended on the village. They pulled folk from their homes and killed any who resisted, including the survivor's daughter Yarmila. Geralt asks what she looked like and the survivor says she had light hair and green eyes. Geralt suggests they were looking for someone like her.

- There is no data to suggest it but it is likely that Hendrik's contact was killed by the hunt.

A village in Velen assumed to be Heatherton - 2013 Announcement Trailer

The village from above attacked by the Wild Hunt - 2013 Announcement Trailer. Note that Geralt wouldn't have actually been there when the Hunt attacked

q102_baron - Bloody Baron

Author: Ferroxius
Character List:

- Geralt
- Bloody Baron
- Ciri
- Baron’s henchmen
- Peasants

Geralt arrives outside Crows Perch. As he enters the outer settlement the peasants living there quickly run indoors, the Baron’s men mutter to themselves that Geralt is the guy and they’ll wait until he’s close. It is evident something is about to happen.

On getting further into the castle, Geralt is attacked by more of the Baron's men who shout that he is the one who killed their mates at the inn up the road, the Sergeant can be seen at the battlements giving attack orders. After dispatching a number of them, the Baron appears at the battlements and orders the men to stand down. The Sergeant protests, saying that Geralt is the one who slaughtered the men, but the Baron tells him to piss off or he’ll be next. The Baron yells down to Geralt what he wants and Geralt says he wants to speak with the Baron about his wife and daughter. The Baron agrees and Geralt is let through, he must surrender his swords though due to the slaughter he previously caused.

In the Baron’s quarters, Geralt says he’s looking for a woman with ashen hair and the Baron confirms he knows Geralt speaks of Ciri. He says that she showed up some time ago, wounded, claiming something from the swamp attacked her.

Ciri Flashback
The Baron’s men enter the scene with a wounded Ciri, claiming they found the Baron’s daughter. The Baron clearly though can tell Ciri is not his daughter and tells them so. The men suggest that the girl looks close enough and she could

replace the Baron's daughter but he isn’t accepting it. While conversing however Ciri faints and the Baron relents, ordering the men to put her in a room.

Baron concept art from this era

Ciri later comes into the room, with the Baron at her side. She nervously asks where she is and who the Baron is. The Baron assures her that she is safe here and that she should rest up, she was badly wounded when she arrived. The Baron then shouts for one of his men Galen, who he orders to assist the lady with anything she needs. Galen complies and exits. The Baron then leaves.

The Baron finishes telling his story and tells Geralt that as he probably knows, his wife and daughter are missing. If Geralt wants to know information on Ciri he will find them. Geralt can try to refuse but the Baron insists that if he does then they’ll both be worse off. Geralt relents and agrees to the deal.

Early Ciri concept art

q103_daughter - Family Matters

Author: Ferroxius

Character List

- Geralt
- Bloody Baron
- Ciri
- Tamara
- Pellar
- Graden
- Keira
- Voytek

The Baron directs Geralt to Anna and Tamara's rooms to see if he can find leads.

The Rooms

In Anna's room, Geralt can find the following items:

- *Chamomile* - If Geralt investigated the other room he'll note how both women had this herb.
- *Dirty clothes* - Geralt comments that Anna seemed to have thrown them everywhere.

In Tamara's room, Geralt can find the following items:

- *Chamomile* - If Geralt investigated the other room he'll note how both women had this herb.
- *Linen bundles* - Geralt comments to himself if Tamara needed to bandage someone up.
- *A small box* - Geralt says it looks nice but doesn't think it's relevant.
- *Lamps and candlesticks* - Geralt wonders if Tamara is afraid of the dark.

Geralt returns to the Baron's quarters to find the Sergeant. Geralt asks where the Baron is and the Sergeant says he went out, he doesn't know when he'll be back.

Geralt says he'll come back later. On heading outside, Geralt sees the Baron's men messing around with some incredibly ugly creature.

Geralt waits and eventually the Baron returns. Geralt speaks with him about the things he found in the rooms:

- *Chamomile* - The baron claims that it's just a fragrance. Geralt says though that he found it in both rooms.
- *A Wooden Doll* - The Baron explains it was Tamara's favourite childhood toy.
- *Bundles of Linen Cloth* - Geralt asks what Tamara would have needed these for and the Baron assumes it was for menstruations, Geralt asks though where she would have gotten them from and the Baron recounts that the Peller who lives in Blackbough has been helping them ever since their midwife died. He says the Pellar is a good man and has known the family for years.
- *Lamps and candlesticks* - The Baron explains that a travelling priest of the Eternal Fire came by some time ago and babbled about the power of the eternal fire and its power to set you free and protect you. Tamara took an instant liking to the religion hence all the candles.
    - Geralt can ask where this priest is now and the Baron claims he drove him off not long after, concluding that the priest was found in the swamp a few days later torn to shreds, he remarks that because the priest wasn't protected, his religion was a bunch of lies.
    - Geralt can also ask why Tamara would be so interested and the Baron shrugs, claiming that Tamara is young and shy, probably just afeared of everything in Novigrad which she wants to go to.
    - Geralt can finally ask if the locals believe in the Eternal Fire. The Baron responds that they're simpletons that go to witches and leave bread for ghosts and pixies. Of course they would adopt the Eternal Fire and all its dogma.

Wrapping Up

After Geralt investigates all the items in the rooms then the Baron says that because of Geralt's scrupulousness, he has something else for him. He hands the witcher a small talisman. Geralt comments that his medallion is shaking, the talisman is encased with magic. Geralt also notices that the chain on the talisman is snapped and asks why but the Baron says he doesn't know. He just found it in Anna's room after she disappeared. Geralt says who could make this and the Baron claims there's a witch in the area, Geralt could seek her out.

Geralt's only lead is the Pellar and the Witch so he sets out to find him.

The Pellar

Geralt meets with the Pellar in Blackbough and can ask him some questions:

- *Why Tamara visits him* - The Pellar responds that the Baron's men would often get bored and fight one another. Tamara would always be there to bandage them up. Geralt asks why she would care about them and the Pellar claims she has a good heart, anyone can confirm that.
    - Geralt can inquire that he doesn't think the Pellar is giving him the full story, and contemplates if the Pellar even cares about the family. The Pellar relents and says that Tamara needed the bandages for Anna. The Baron could be prone to beating her, especially after he had a few to drink. He does claim however that the Baron never beat Tamara, just Anna who he claims could get the Baron's blood boiling.
- *Where Tamara may be*
- *How the Baron got his nickname* - The Pellar recounts how during the war, Philip (The Baron) was tasked with capturing a Nilfgaardian fort. Rather than starve them out, Philip charged in and captured the fort. During the fighting however, one of his men knocked a vat of red dye into the river. The peasantfolk saw the red water and thought it was blood, thinking Philip had slaughtered the Nilfgaardians. Thus he gained his monicker from his men.

- Geralt can comment that that's quite a story. The Pellar agrees, saying that he earned the nickname despite not killing much at all in that fight. He does grimly recount though that it contrasts to a massacre at Littleton a few weeks prior, that the Baron caused.
- Geralt can ask how Philip became a Baron. The Pellar recounts that not long after, when Philip and his men arrived in Velen, they decided they'd had enough of the wandering life. They set up camp in Crows Perch and have ruled since

The Witch

If Geralt has not met Keira during **q104_mine** then he will have to find her. Once found, Geralt asks Keira if she gave Anna a medallion and Keira confirms she did. Anna came by some time ago claiming she was having sharp pains through her body. Keira traced the source to some old primal magic. She forged the medallion to protect Anna from this magic but didn't get the opportunity to study her further. Geralt asks why Keira didn't warn Anna but Keira claims she did, Anna just didn't care. Some time later, both her and Tamara came to her with Anna covered in blood, Keira noted that Anna had been pregnant up until recently and she reckons she miscarried, probably from falling due to the primal magic. She doesn't know what had happened to the child but healed Anna and sent her and Tamara on their way.

Confrontation

Geralt returns to Crows Perch to find the Baron drinking with his men and recounting war stories. The Sergeant makes a sly comment about the Baron's leadership but the Baron tells him to buzz off and to bring Uma for entertainment, the Sergeant leaves (this comment is to set up his coup later in the story). Geralt enters the scene and angrily accuses the Baron of lying to him about his family and that he beat them, and that Anna miscarried. The Baron tries to pretend he doesn't know what Geralt is talking about but the witcher asserts he knows what happened and threatens to leave.

The Baron relents and says that he's often struggled since his time in the war and found comfort in drink. One night after fighting with his wife, he awoke to find them gone. He went to the bedchamber and found a dead fetus. He knew his wife had miscarried and that his beatings likely caused it (In secret, as Keira disclosed, it was actually the primal magic that caused the miscarriage). Geralt asks what the Baron did with the child. The Baron responds that he took it outside and buried it, there already are rumors amongst the common folk that he beats his wife, he didn't want them to know he also caused her to miscarry.

It isn't clear how Geralt learns about the Botchling but he comments that it's possible that the Baron's unborn child turned into one. Geralt says however that he could use the child to find the Baron's family. He could either kill it and use its blood to find the family, or he could try to turn it into a lubberkin, a household guardian. The Baron isn't keen on Geralt killing it but understands. He tells Geralt he'll show him where he buried the child. Geralt tells the Baron to take a shovel and to follow him. They leave.

Geralt and the Baron approach a site behind the castle, a grave is present but it seems to have been dug up. Geralt comments on this and the Baron asks what he means. Geralt says the botchling is on the prowl. Not long after the creature in question appears and Geralt has a choice to make.

Path 1: Transform the Botchling

If Geralt tries to turn it into a lubberkin he instructs the Baron to pick it up and carry it back to his house, the Baron comments that it's a daughter. Geralt asks how he knows and the Baron said Anna had been told by the wise women. Geralt also asks if the Baron had named his child but the Baron says he didn't. Geralt comments that the Baron made a poor mistake as names are powerful seals. Along the way in gameplay, wraiths appear and Geralt must dispatch them, while keeping the Botchling calm with Axii. On reaching the house, Geralt instructs the Baron to then recite a phrase as he describes:

By the powers of earth and sky, by the world that was to be your home. Forgive me, you who came but who I did not embrace. I name thee (say her name) and embrace thee as my daughter.

After reciting this, the botchling dies; it is then buried by the Baron. Geralt tells the Baron to leave and he'll take care of the search, the Baron protests but Geralt insists he go. Geralt summons the lubberkin (The Baron named her Dea) and it leads him on a path towards the family.

The lubberkin leads Geralt to a smokehouse. Geralt investigates and finds some old clothing, a bracelet and a horseshoe. He surmises they were here and he's on the right path. Geralt continues to be led until he finds the bloodied remains of some horses being feasted on by necrophages. After dispatching the monsters Geralt examines the remains. He surmises that it was mutilated by some powerful beast but doesn't know what, he hopes to himself that they got away.

Path 2: Kill the Botchling

Attacking the botchling causes it to transform into a more grotesque version and Geralt needs to kill it. Once killed, Geralt gathers some of its blood and goes to the Pellar. The Pellar tells Geralt to accompany him to a circle in the forest and the two head off.

Reaching the circle in a clearing. The Pellar tells Geralt that he will use the blood of the child to reach into the memories of its family. First he needs Geralt to light fires around the circle to keep spirits at bay while the Pellar draws signs on rocks. The Pellar also brews Geralt a decoction containing the blood. This will allow Geralt to see the spirits when the Pellar summons them. Once Geralt has drunk the potion and lit the fires, the ritual begins.

In gameplay, Geralt needs to fight various monsters while keeping the fires lit. If they go out then the Pellar will need to start again. While Geralt fights, the Pellar chants words calling on the memories of the blood to appear. Geralt sees a vision

of Anna fighting with the Baron, saying she is leaving and taking Tamara. In the struggle, the Baron rips off Anna's talisman and she falls to the ground, the vision ends. Another vision appears of Anna lying on a bed, half-dead, with Tamara at her side. There is blood everywhere, she had miscarried. During this, in gameplay, the Pellar comments on what he sees.

Suddenly, the Pellar sees a vision of Ciri and the Wild Hunt, and begins chanting Ithiline's prophecy. After the ritual is complete Geralt speaks with the Pellar about what he saw. The Pellar claims that Anna and Tamara rode from the castle but were attacked. Tamara escaped and sought refuge with a fisherman called Voytek, he doesn't know what became of Anna. Geralt thanks the Pellar for his help and heads off.

- Before leaving, Geralt can ask about the vision the Pellar had of the Wild Hunt. The Pellar though doesn't know what it means. The spirits speak through him, that is all.
- Geralt can offer to walk the Pellar home as he is visibly weakened by the experience. The Pellar agrees and Geralt walks him home.

Following the Trail

Note: Both paths converge here

Geralt arrives at Voyteks hut (If Geralt didn't do the ritual with the Pellar then he won't know his name). Entering, Geralt meets with Voytek and his family and asks if they've seen the Baron's wife and daughter. The family says they haven't but the fisherman's son reveals they know something, before being quickly silenced by his mother. Geralt presses them for info and they relent, Voytek recounts his story. He was waiting in the smokehouse for Anna and Tamara, they were to ride north. He was getting worried when they didn't show on time but eventually they showed and they set off. Along the way, Anna suddenly bent over and screamed. Voyteks claims he saw fiery marks burning on her hands.

- Geralt can inquire about the marks, Voytek says they burned almost as if from the inside with raw fire. If Geralt has completed **q105_witches** then he'll mention he's seen marks like these from an old lady living with the

Witches in the swamp. Voytek exclaims that she must have made a pact with them and they took her for their own purposes.

Voytek continues, after Anna's hands started burning, he heard a terrifying roar. A beast appeared and attacked Anna's horse. His and Tamara's panicked and fled, he wagers it's the only reason they escaped. Tamara wanted to go back and save Anna but Voytek knew it would be a death sentence and insisted she go. Eventually Tamara relented and went on her way to Oxenfurt, she is currently staying with his brother. Geralt thanks the fisherman and leaves. Before exiting however the fisherman's son appears and asks if Anna will be alright, Geralt says he'll do what he can. Exiting, Geralt thanks the lubberkin for its help and that it can leave now, it exits.

Geralt goes to Oxenfurt to find Voytek's brother, Geralt says he's looking for Tamara and the brother says he'll go fetch her, he exits. A little while later, Tamara appears and asks what Geralt wants, questioning if her father sent him. Geralt says the Baron did send him and he's just here to see if she is still alive and well. She coldly confirms Geralt's inquiry and tells him to leave. Geralt can tell her the Baron's worried about her or that he understands her anger.

- Geralt can ask what happened on the night they escaped. Tamara recounts a similar story to what Voytek described, saying a beast attacked them and carried off Anna. If Geralt has completed **q105_witches** then he will say he knows Anna is with the witches. Tamara insists she must go out and rescue her immediately, Geralt advises against it but Tamara doesn't care.
- Geralt can ask for Tamara's side of the story in this whole affair. Tamara recounts her memories of her parents awful fights, particularly her fathers drunken beatings of Anna. She talks about having to endure that for years.

Conclusion

Geralt can return to the Baron at this point and inform him of Tamara's location, if he has also found Anna in **q105_witches**, then he will also disclose this. Geralt

must find the location of both women however before the Baron will tell Geralt everything about Ciri.

Assuming the player has found both, Geralt tells the Baron that Tamara is hiding out in Oxenfurt, while Anna is with the witches. He notes to the Baron that neither are in any interest to return (Geralt can also add that he has a feeling why that may be). The Baron is angry at this news and says they need to get them back as soon as possible. Geralt advises against it and tells the Baron he fulfilled his end of the bargain, time for the Baron to tell him about Ciri. The Baron is angry but relents, he starts telling the rest of Ciri's story...

Ciri Flashback

Ciri meets with the Baron having recovered. The Baron asks Ciri her business and she says she needs to get to Novigrad, she's looking for her parents. The Baron understands and says he'll give her a horse and a letter. She's to give it to his brother who lives in the city, he's well connected. Ciri asks why the Baron is being so generous and the Baron responds that Ciri looks a lot like his missing daughter. Ciri understands and says she hopes the Baron finds his family. She exits.

Making her way to the stable, some of the Baron's men audibly mutter to themselves about Ciri in a lewd way, who ignores them. Reaching her horse however, the Baron's men grab her, their intentions clear. Before they can do anything however, Ciri breaks free and slices at them with her sword, cutting them to ribbons (It is unknown whether this fight happens in gameplay or in the cutscene, given that the Ciri replacer section does not seem to exist at this point it is assumed to be a cutscene). Ciri quickly mounts her horse and rides out.

q104_mine - Wandering in the Dark

Author: Ferroxius
Character List

- Geralt
- Keira
- Villagers

Finding the Witch
Geralt attempts to seek out the Witch (Keira). Finding her is fairly straightforward.

- Geralt can just simply find her on his own
- Geralt can eavesdrop on some of the local villagers who hint at where to go
- Geralt can talk to a peasant that claims Keira cured his hand, and he'll happily lead Geralt to her.

Arriving outside Keira's hut, Geralt watches as a crowd of villagers speak to Keira, who helps a few of them but then tells the rest to clear off as she's had her fill for the day. Geralt passes through the crowd and enters the hut to find it seemingly abandoned. Investigating the area, he finds a magic artifact that opens a portal. Entering he is taken to a magical underground bathhouse, with Keira bathing in it. Keira says she saw the witcher as she spoke to the crowd and coyly asks what Geralt is doing here. Geralt says he needs to talk to her about someone, Keira exits the bath and asks who. Geralt tries to be defensive and not mention Ciris name but Keira puts her foot down, saying she won't be able to help the witcher if she doesn't know what she's supposed to be looking for. Geralt relents and says he's looking for Ciri, surprising Keira.

Geralt asks if Keira has seen her, to which Keira responds that she hasn't, but she knows of someone who may have. A mysterious elf had been recently looking for her as well, she says the elf is hiding out at an abandoned mine north of Midcopse, she says they'll both go there. Geralt asks why and Keira responds that

she has unfinished business with the elf, he promised her a magic lamp she needs in exchange for some help, and since he has not appeared with it, it is likely in the mine as well. Keira asks if they should meet there or go together. Geralt can choose either option

If Geralt chooses to go with Keira, they chat along the way

- Geralt can inquire about the numerous elven ruins strewn along the landscape. Keira notes that a long time ago there were many elven settlements here, the land pulsed with life. A far cry from now
- Geralt can inquire about this mine. Keira says it's a salt mine, the residents of the nearby abandoned village used to make a tidy profit from mining it but had to abandon it after an outbreak of the plague from Fyke Isle. Now nothing is left. If Geralt had previously been to the village and examined some of the items, he will note they had elven artifacts. He wonders if theres more to this mine.
- Geralt can ask how they know how to navigate the mine. Keira says she found a survivor of the abandoned village a while back and convinced him to give her a map of the mines.

Arriving at the mine, the duo find the entrance blocked which Geralt needs to open with Aard. Entering, Geralt comments he can't see a thing in the dark, to which Keira thankfully casts a spell to lighten the room. Walking into the mine the duo come across the remains of an old camp. Geralt comments it's been abandoned for a while, the fire is cool.

Continuing on, Geralt and Keira reach what appears to be the end of the mineshaft, the only thing at the end are some statues lining the walls. Keira comments that she heard about these statues and thinks they might be hiding a passage. Geralt reads an inscription on the statues that reads *"It is a threat of death in torment for all who decide to pass through"*. Geralt comments the statues look like guards and can feel magic emanating from them. He casts a quick sign at one of the statues and it produces a strange tune.

Keira theorises that the statues are a sort of puzzle and the correct sequence must be played. Indeed, through gameplay Geralt has to cast signs at the statues in the right order. It is unknown what this “song” is supposed to be or what the consequence for failure is but regardless, Geralt succeeds and the statues part, revealing a way forward. Keira jokes at Geralt's musical abilities and Geralt jokingly responds that he has another trade to fall back on if he gives up witchering. The duo proceed.

Passing through, Keira and Geralt find themselves in a large hall with elven architecture. Keira brings out her map and tells Geralt to follow a specific path to proceed. Geralt can agree or explore some areas of the room such as a plundered magazine or a storeroom (Keira will get frustrated if Geralt deviates, worried they’ll get lost in the dark). It is assumed the game does not tell the player where to go, and that the player has to listen to Keira’s directions.

Following the correct path, the duo proceed further. Suddenly the room opens up again and the duo find themselves inside a massive cave with various pieces of architecture strewn about. Keira exclaims that this must be an elven necropolis, they used the salt to preserve their dead. Through gameplay the player can explore different parts of the necropolis and complete various puzzles

The Hideout

Following more sequences, Geralt and Keira eventually reach the elf’s hideout, a sentinel guards it and needs to be killed. Examining the hideout, Geralt comments that the graves here are different from the others in the necropolis, to which Keira suggests that maybe these elves were nobles. Keira also comments on the sadness this place evokes, Geralt assures her once they’re done she’ll go back to her hideout. Keira says though she wants to leave Velen after seeing this place.

Keira spots the magic lamp she was after and collects it. She also notices a letter on a table and gives it to Geralt. Reading it, Geralt says it's a message the elf left for Ciri, telling her that he cannot stay here much longer and to meet him where they were last together, concluding that she must beware the witches of the swamp. Geralt asks who these witches are and Keira says she's never met them but knows they're immensely powerful, the folk she's talked to about them were all super afraid to talk which she thinks is fuelled by fear of the witch hunters. Geralt asks how he can get to these witches and Keira tells Geralt where to find the beginning of the trail of treats, he should follow that and he'll find the witches. For now though, she states they should get out of here.

Geralt walks near a wall and notices his medallion is vibrating heavily indicating magic, but doesn't see anything amiss. Keira sees what it is, an illusion, and dispels it, revealing a way out. Keira also takes the time to enchant Geralt's medallion so that if he finds any other illusions he can dispel them.

The duo make their way out of the mine, exiting to the surface finally. Keira thanks Geralt for the help and says she'll be back at her home for a bit before heading away, and asks if the witcher would stop by. Geralt can affirm this or not. Keira teleports away and Geralt starts his trek towards the swamp, and the witches.

q105_witches - Ladies of the Wood

Author: Ferroxius
Character List

- Geralt
- Ciri (Flashback)
- Brewess
- Weavess
- Whispess
- Gran (Anna)
- Johnny
- Ealdorman
- Tree spirit
- Orphans
- Peasants

The Mysterious Village
Following on from Keira's advice in **q104_mine**, Geralt makes his way to a totem outside the swamps that marks the trail of treats. Walking down the path, Geralt can spot treats hanging from the branches of nearby treats. If Geralt chooses to interact with one though, Keira’s enchantment of his medallion reveals these treats are illusions. They aren't real, suggesting some malicious intent behind these would be witches

Reaching the end of the trail, Geralt enters what appears to be a small village with a few huts. Entering, he overhears the voices of children singing a strange and somewhat disturbing rhyme. Making his way to the source, Geralt sees a group of children sitting together who are a bit freaked out on seeing a stranger. Geralt is reassuring however and says he's looking for a young woman with ashen hair and a scar on her face. The kids however don't seem to know anything

- Geralt can also ask what the kids are doing out here alone but the kids say they aren't alone. They're looked after by Gran who isn't in the scene just

yet. Geralt can push further and ask why they are here specifically to which the kids reveal they're all orphans from the war

After unsuccessfully speaking with the kids some more, Gran appears in frame and is immensely more suspicious of Geralt, demanding he explain what he's doing here. Her tone of voice suggests she's perhaps a bit insane. Geralt assures her he's just talking to the kids about if they'd seen a young woman in the swamps recently, also asking Gran if she saw anyone. Gran generally ignores Geralt's questions however, but one of the kids mentions that he bets a certain "Johnny" would know. Gran is angry at the kid for speaking of this mystery boy and takes him away to stand in a corner. Before leaving she tells Geralt one final time to begone.

Geralt can try to talk to the kid about Johnny but Gran blocks him, again telling him to begone, so Geralt goes outside and speaks to the kids about what he could do to get Gran away. The kids say they'll help him if he plays hide and seek with them, they say they've tried to get Gran to play but she never does, saying it's because it makes her feet hurt.

Geralt can either agree to play hide and seek, where he'll have to seek out the kids (his witcher senses help a lot here). Alternatively Geralt can get out of this by asking if there's something else the kids want to which they'll say they want some treats. If Geralt currently has some treats in his inventory (It isn't clear what items are valid) then he can give them to the kids, otherwise he'll say he has none and can either play the hide and seek or come back later with treats

Regardless of how Geralt helped the kids, they uphold their bargain and distract Gran while Geralt goes to speak to Johnny's friend, asking for his location. The boy is afraid of Geralt initially but eventually is convinced into revealing that Johnny lives out in a clearing northeast of the village, in a hole under a tree.

Voiceless Child

Following on from the kids advice, Geralt makes his way out into the swamp, following tracks made by Johnny until he finds the hideout. Calling Johnny, the boy appears but doesn't look like any normal boy, leading Geralt to deduce that he's a godling. Geralt asks Johnny to tell him everything he knows about the woman he saw in the swamps but Johnny doesn't say a word. Through some deduction, Geralt realises that Johnny cannot speak which Johnny agrees to by nodding. Geralt asks if there's any way he could help, to which Johnny motions Geralt to follow him and wanders off into the swamps.

Geralt goes with Johnny to the edge of the swamps where Johnny will point upwards towards a nest. Geralt deduces that there's something in there that will help Johnny, who nods at this. Geralt must climb up the hill and collect a bottle from the nest and bring it back to Johnny

- If Geralt already looted this nest beforehand he'll mention this and just give the bottle immediately to Johnny

On getting the bottle, Johnny opens it releasing a magical sort of wind. Immediately his voice returns and he starts babbling about various things, thanking Geralt for the assistance.

- Geralt can ask why Johnny didn't get his voice back earlier. Johnny says he's afraid of ravens. The witches found him annoying and so played a trick by stealing his voice and hiding it in that ravens nest
- Geralt can ask about Gran to which Johnny says he thinks she's mad but has a good heart. She showed up recently and has been taking care of the kids
- Geralt can ask about the orphans to which Johnny says that they were lured here by the trail of treats

Geralt, generally in a no-nonsense attitude, again asks for Johnny to tell him about the woman with ashen hair which Johnny complies with. He states that it was around sunset, when he went to empty his bowels, that he heard a loud bang.

He looked around and saw a woman that had seemingly appeared out of nowhere. He saw the woman try to pick one of the illusionary treats before wandering off to the village, clearly exhausted from some prior event. Geralt concludes he needs to speak with Gran then and asks if Johnny would help, which Johnny agrees to given Geralt helped him out. They make their way back through the swamp.

Entering the village, Johnny sits down near Gran and starts singing to calm her down. Gran approaches and is surprised that Johnny got his voice back but is worried, saying Johnny shouldn't have come here, he's not allowed. Geralt appears in the frame and says he needs to speak with the crones. Gran refuses but Johnny supports Geralt, recounting the times that he helped the kids without expecting anything, suggesting the ladies could help Geralt find his missing lass. Gran is convinced and takes Geralt into the central hut that was previously unenterable.

Early Godling concept art

The Illusion of Crones
Walking through the hut, the two stand before a large tapestry depicting three women. Geralt asks who those are and Gran responds that *they* are the ladies. She places her hand on the tapestry and recites a strange verse. Some strange noises are heard and Anna becomes possessed, her voice replaced by ones belonging seemingly to the crones

The crones demand to know why Anna disturbed their rest to which Geralt pipes in and says he knows the crones spoke with an ashen haired woman and wants to know what happened to her. The crones cackle and say they may tell Geralt about the woman he seeks if he were to perform a task for them first. They say that a dark power has manifested nearby and that Geralt should speak to the ealdorman of Downwarren for further information. Anna, regaining control, goes to grab a unique knife she gives to Geralt, saying the ladies ordered her to give it to him. She also tells Geralt that once he has completed his task he should collect payment from the ealdorman and place it on the stone in the centre of the village. Geralt leaves for Downwarren

Arriving at Downwarren, Geralt speaks with the Ealdorman and presents the dagger, asking if the ealdorman recognises it which he does. He explains to Geralt that the war awoke an ancient and terrible power that occupies a hillock south of here. All manner of terribleness has descended on the village: Nightmares plague the villagers, some sleepwalk from the village never to return with their corpses lying unburied near the hillock. He tells Geralt he must go to the hillock and drive away this dark power. Geralt heads out to find this hillock.

The Whispering Hillock
Approaching the hillock, whispering voices are heard demanding Geralt not to approach, knowing his purpose. Geralt ignores the voices and continues. He comes across the corpses of what are presumed to be Downwarren villagers. Examining them, Geralt wonders what killed them, guessing that perhaps ghasts

or werewolves but also notes the area is saturated with magic due to his medallion going crazy.

Geralt finds an entrance in the hillock and makes his way inside, eventually coming face to face with the source of the voice, a giant heart shaped organism embedded within the tree. The heart asks what Geralt seeks here to which he responds that he was tasked with ridding this land of the evil that plagues it and torments the villagers. The heart responds that Geralt has been lied to, it is just the spirit of a witch enchanted into this tree.

Geralt can express skepticism to this, saying that he thinks the villagers would be smart enough to tell the difference between common wolves and evil spirits. The spirit responds that they too lied to Geralt. The spirit recounts how some time ago the villagers took torches and axes to the tree in an attempt to destroy it, sent by the witches in the swamp. That is why their bodies lie unburied.

- Geralt can argue that he met Gran in the village and she didn't seem malicious but the spirit responds that she is not one of the witches but is a servant
- Geralt can also ask how the tree became enchanted in the tree. The spirit recounts how it used to be a local witch that looked after and healed the local populace. It claims it was murdered by the witches in the swamp and its bones were scattered

The spirit claims the children in the village are in danger from the villages but also claims it can save them if Geralt frees it. At this point Geralt has two choices

Kill the spirit

Geralt says that he doesn't believe the spirit and will kill it, prompting a fight. After killing the creature, Geralt heads outside.

Free the spirit

Geralt asks how he could free the spirit. The spirit claims he will need three things: Raven feathers, the bones of the witch, and a mare.

- The raven feathers can be found in various nests around the swamp
- The bones can be found in various locations around the swamp
- The mare can be found nearby in large herds. Alternatively Geralt can choose to sacrifice his current horse if he wishes

On collecting the ingredients, Geralt has one final option to kill the spirit by betraying it during the ritual. Otherwise, he proceeds with the ritual, resulting in the mare becoming possessed by the spirit. It tells Geralt it shall free the children as promised and leaves. Geralt heads outside

Conclusion

Geralt finds the ealdorman and some villagers outside asking what happened. Geralt says he finished the job. The ealdorman asks what this creature was and Geralt can admit it was a spirit or say he doesn't know. The ealdorman also asks what Geralt did.

- If Geralt freed the spirit he can admit this, earning a fearful response from the ealdorman
- If Geralt killed the spirit he can admit this, earning a thankful response from the ealdorman
- Geralt can for both options just say it doesn't matter

Geralt reminds the ealdorman that he needs to give payment to the ladies, which the ealdorman understands. He takes the dagger from Geralt and heads away. A scene plays in which we see him slice his ear off and give it to a shocked Geralt. Geralt asks what the hell that was all about which the ealdorman says is just their way of life, its honest pay for the protection of the ladies. He tells Geralt that no gods watch over Velen, it's no man's land. He who seeks protection must find his own masters. Geralt leaves.

Finale

Returning to the village in the swamps, Geralt places the ear on the stone in the centre. A cutscene plays in which Geralt hears mysterious sounds, followed by the sound of footsteps. He turns around to come face to face with the grotesque crones in their true physical form. Gran appears on screen as well and gathers the ear, examining it for a moment. An impatient whispess performs a motion that causes Grans hand to light up with a mark that appears like its burning and causes her to yell in pain. Whispess chastises Gran for not immediately bringing the ear, to which Gran immediately complies, pushing Gran aside to place the ear on a necklace the crone wears.

The crones will then have different dialogue depending on whether or not Geralt freed the spirit. If he freed the spirit, then true to its word it saved the children, to which the crones are furious with Gran for letting the children escape and mention her punishment will be harsh. Otherwise, they thank Gran for looking after the children, alluding to the fact that the crones killed and ate the children.

Gran walks away, head bowed in shame. If Geralt had spoken to Voytek in **q103_daughter** then he will comment that he knows this is Anna, the wife of the Baron. Otherwise, he simply asks who Gran is to which the Crones respond that she came here after falling pregnant and seeking assistance. The crones agreed to help her get rid of the child in exchange for service, branding her in the process.

Regardless, as Geralt appears to have done his job, the crones fulfill their deal and recount their encounter with Ciri.

Concept art of the Crones from this era

Ciri Flashback

A dark wood of dead, leafless trees, with muddled ponds overgrown with clumps of swamp grass glistening in between. Ciri is making here way through the treacherous swamp. She is at the edge of her endurance. Her clothing shows signs of a difficult battle. Blood flows down her face. There's a large wound on her shoulders. Ciri stands on one of the grassy patches, which starts to shift as she puts weight on it. Ciri can barely keep her balance. She grabs a tree branch. She stands for a moment, trying to gather her strength. Part of a horse skeleton bobs out of the water. A head grinning at her with yellowed teeth. Ciri notices a large cluster of grapes on the branch she's holding. She wants to pick them, but her hand grabs empty air. Immediately her gaze turns to the next tree, where a whole smoked leg of ham is hanging. Ciri walks towards the ham. The swampland is firmer on this path. The ham is also only an illusion and disappears at her touch. A pineapple hangs from the next tree. Ciri moves towards it.

Ciri, extremely exhausted, walks up to a tree. A large, perfectly baked loaf of bread hangs from the tree. Just beyond the tree there is a clearing with three huts in it. In

the middle of the clearing there is a large cauldron. Ciri passes the bread illusion and enters the clearing, bent over and breathing heavily. She loses strength completely. She falls to the ground unconscious. We witness the entrance to the clearing through the eyes of someone sitting in one of the huts. Through a dirty window. When Ciri freezes at the edge of the clearing the observer stands and walks up to the hut's door. The hut is full of witch paraphernalia, from bunches of herbs to mysterious flasks and the remains of animals. The observer leaves the hut. We see that the one observing Ciri's fall was one of the three Crones - Brewess. Brewess walks up to Ciri, who lies on the ground. She stands above her. Fade to black.

Ciri's viewpoint: Brewess' face appears on a black screen, as seen by Ciri. The image is foggy, which makes the witch seem even more degenerate. After a moment it sharpens. The Brewess helps Ciri get up. She throws her arm around her neck and leads her towards the hut. Brewess takes Ciri inside hut she just emerged from. Whispess enters the clearing, sniffing around, tense, searching for something. Her nostrils quiver like a dog's. The Whispess has clearly caught scent of something. The Weavess enters the clearing from the other side, closer to the stream. She, too, has been drawn here by a scent. Brewess emerges from her hut again. She lifts and peers closely at her own hand, upon which there is a smear of Ciri's blood. All three gluttonously suck the rest of the blood from Brewess' hand. They moan with delight while doing so.

While this scene plays, the crones recount how they knew someone special was to appear in the woods: A child of the elder blood.

In the next scene, Ciri is sleeping in a bed while the crones deliberate amongst themselves. Brewess wants to butcher and eat Ciri but Weavess is uncertain as they know Imlerith wants her. Brewess counters that Imlerith will get her but he never said anything about getting her whole, adding she'll take Ciri's legs. The other crones agree while a now awake Ciri overhears this.

Brewess enters the hut and walks over to Ciri. She delicately pulls the quilt off Ciri, then carefully unravels the bandage covering Ciri's wound. Brewess touches the wound with her finger, then puts it to her lips and licks it, groaning with pleasure. She stands at Ciri's feet. Smacking her lips she lifts the cleaver over her head, preparing to strike. At this moment, Ciri brings her legs up and kicks the Brewess in the gut. Surprised, the Crone staggers backwards, trips over a chair and falls face first into the fireplace. Her hair catches fire. The witch screams bloody murder, her cry bursting with magic energy.

All of a sudden, the inside of the hut is bright as day, the glass panes in the windows crack, furniture begins to shake and shift about. A cacophony of sounds erupts in the nearby forest, composed of the howling of wolves, the croaking of frogs, the tweeting and hooting of birds. All this blends into a nightmarish, deafening noise. Ciri, terrified, grabs her sword, jumps out the window and runs off into the forest.

The Whispess and Weavess, drawn by the Brewess' cries, run into the hut. They grab the Brewess by the arms and stand her up. The Brewess' hair is still in flames. The Weavess grabs the bucket and dumps its contents on the Brewess' head, dousing the flames. The Brewess hisses from the pain. The Crones direct their irate gazes at the open window through which Ciri absconded. Weavess casts a curse, threating that Ciri will wander amidst fog, forever and ever.

In gameplay, Ciri runs away as fog envelops the swamp and monsters appear, posing dangerous threats. As she runs further away, the sound of hooves fast approaches. Ciri looks around for a moment before scurring up a tree. The source of the noise appears, a colossal bulk of armour riding atop an armoured horse stops near where Ciri hides, the horse whines from exhaustion. The rider, equally exhausted from the riding, looks around carefully though he is unable to notice Ciri standing above him on a branch. Concluding he must have missed the child, the rider spurs his horse and rides away. Ciri jumps down and continues on.

Conclusion Finale

After the flashback, Geralt angrily confronts the crones saying they tried to butcher and eat her. The crones claim her blood reminded them of their youth and they could not resist. Geralt can either say he won't let them get away with this or that he and Ciri will come back to kill them eventually. Regardless, the Crones tell Geralt that he will wander amidst shadows and fog, every time he sees Ciri will be but a mirage. And when he does finally find her, she will die. They laugh hysterically at Geralt before disappearing into a swirl of fog.

Novigrad

q301_dreamer - Novigrad Dreaming

Author: Ferroxius
Character List:

- Geralt
- Triss
- Roche
- Iorveth
- King of Beggars
- Corinne
- Hemmelfart
- Ochman
- Scribe
- Mages
- Fanatics
- Thieves
- Beggars

The Free City
Entering Novigrad, Geralt has a generally negative reaction from nearby people, who throw insults either openly or semi-surreptitiously, setting the stage for how he'll be treated here.

Entering the town square, Geralt witnesses an execution. A sorceress and a man, then revealed to be a doppler, are burned at the stake by the commander of the temple guard Menge, while a crowd cheers.

Novigrad - E3 2013

Geralt makes his way to Triss' house. Outside however are some looters scavenging through a pile. On noticing Geralt one of the looters demands to know what Geralt is doing here. Geralt says he is looking for Triss and the duo respond that they're here to see the "whore" as well.

- Geralt can ask who the looters are and they claim they are citizens of the holy city of Novigrad and that they think the city could do without the likes of freaks like Triss and Geralt.

Geralt can tell the looters not to call her a whore. They jokingly respond that Geralt is right as whores plough for coin, sorceresses do it for free. Otherwise Geralt threatens to beat up the looters if they call Triss a whore again. This prompts a fight with them.

It is not certain when this occurs but at some point during the fight Iorveth appears and helps Geralt kill the looters. After doing so, Geralt and Iorveth talk with dialogue varying depending on Geralt's prior choices in The Witcher 2.

- Geralt can ask what a scoia'tael commando is doing in Novigrad of all places. Iorveth responds that the scoia’tael are basically no more, they don't have the numbers to keep up the fight. Geralt continues, asking what Iorveth himself is doing here. Iorveth simply says he's trying to survive like anyone else, and it's working out well enough for him. Geralt can try pressing further but gives up
- Geralt can inquire about how looting is somehow legal now. Iorveth comments that Menge has appealed to the townsfolk, encouraging their brutish behaviour. Geralt comments that he's never heard of this Menge before noting he must have climbed the ladder recently. Iorveth agrees, although he is curious as to how Menge acquired the coin to do so

Iorveth asks what Geralt is doing here and he responds that he is looking for Triss. Iorveth is surprised at this since he assumed Geralt and Triss had parted. Geralt responds that he needs to see her about something. Geralt says he'll take a look around to find clues.

Through gameplay Geralt examines several items in and around Triss' house before coming across a strange mark etched onto a shutter. Geralt calls over Iorveth and asks if he knows what it is, Iorveth claims it is the mark of the King of Beggars.

Geralt asks how he can find this King of Beggars. Depending on Geralt's choice in Witcher 2, Iorveth can either be reluctant or willing to help. Regardless, Geralt convinces him to help and they set out for the market square. Entering the square Iorveth says that the King of Beggars is an elusive figure, and that he regularly changes his hideout, however there are ways to find him. Iorveth points to a sequence of a pickpocket stealing a citizen's purse and says that Geralt could tail a thief since all thieves must pay tribute to the King of Beggars. Iorveth also says that the beggars may know where it is as they also pay tribute. Iorveth wishes Geralt good luck and parts.

From here as indicated by Iorveth, Geralt has two paths to finding the King of Beggars:

Path 1: Tailing a Thief
Through gameplay the player must pay attention to the market square and spot a thief stealing a purse, which is usually indicated by an outcry from a citizen that they've been robbed. The player must then follow the thief and watch their distance, if they get too close the thief will notice and tell Geralt to bugger off.

If the player succeeds in tailing the thief, Geralt will eventually see the thief enter the crematorium, indicating the KoBs location.

Path 2: Asking a Beggar
Geralt has a few beggars to pick from in the market square.

Begger 1
When asked about what he does with his earnings the beggar claims he shares them with his lady. Geralt can try bribing or threatening the beggar but he plays dumb, pretending that he isn't afraid of the King of Beggars.

Beggar 2
Similarly to Beggar 1, he claims to not know anything about the hideout, even when threatened or bribed.

Beggar 3
When asked about the King of Beggars the beggar asks if Geralt is looking to join their ranks. Geralt initially is surprised at this offer but quickly asserts that he is. The beggar says that it's generally easy to get into the business, all you need is to look the part, commenting that Geralt's attire won't be too fitting. Geralt asks where he'd go to deposit his earnings and the beggar says to go to the crematorium, its where the King of Beggars is currently holed up.

Meeting the King

Following whatever path chosen, Geralt arrives by the crematorium and speaks to the scribe inside.

- If Geralt found the crematorium by asking the beggars then he subtly tells the scribe that he's looking for the King of Beggars. He must offer a bribe to get a meeting. The scribe says he will ask the king about an audience and leaves.
- If Geralt found the crematorium by following the thief then he informs the scribe that he saw a strange man entering the building. The scribe says it's nothing usual as many come here to have their loved ones burned. Geralt insists that he's here for the same reason as the thief and that he'd like to be announced. The scribe refuses until Geralt offers a bribe, at which point he'll depart to speak to the king.

The scribe returns eventually and leads Geralt through the crematorium to a private room where Geralt comes face to face with the King of Beggars. The king asks what Geralt is doing here and Geralt responds that he is looking for Triss, and that apparently the King of Beggars knows where she would be. The King of Beggars confirms he knows but says he would not part this information willingly, suggesting that were he to tell Geralt, Geralt would in turn do him a favour in the future. Geralt can agree to this or refuse, if he refuses the KoB says that instead then Geralt will have to offer him a bribe.

Regardless of whether Geralt bribes or agrees to the favour, the King of Beggars informs Geralt that Triss is in a nearby room speaking to a group of mages. He bids Geralt farewell and Geralt heads off to find Triss.

In another part of the crematorium, Geralt sees a scene of Triss speaking to the group of mages, coordinating hideouts for them. They are immensely thankful for Triss' help, apologising for any grievances they may have had previously.

Geralt enters the room and greets everyone. Triss suspends the meeting and goes to speak to Geralt, asking what he's doing here.

- Geralt can say he came back to see Triss. Triss does not believe this since Geralt recovered his memory and thus his knowledge of Yennefer. Geralt can insist that he remembers the bond he and Triss had despite that but Triss dryly refuses his advances.

Geralt says he's looking for Ciri as she apparently came to Novigrad. Triss says she hasn't seen her, neither has any of the mages as she reckons they would have told her. She suggests however that in town there is this dreamer called Corinne Tilly. She can dream the past and so she may be able to see what Ciri was doing here. Geralt asks where she is but Triss says she doesn't know. She claims however that an old friend of Geralts, Vernon Roche, is close with her so he could try asking him. She says Roche recently went out to the docks to speak with a merchant named Ochman.

- Geralt can before leaving try asking about some more personal questions with Triss but she says that will have to wait and that they can converse in private at her home. She tells Geralt where her house is.

Early Triss artwork comparing her to her Witcher 2 version and an early Yen concept

The Harbour

Arriving at the harbour Geralt speaks to the thug guarding Ochman's warehouse but it's clear there's no reasoning with the thug. While conversing however Iorveth suddenly appears from behind and knocks the guard out. The elf

comments that they keep running into each other it seems. He asks if Geralt found Triss and he confirms he did, but now he needs to find Roche. Iorveth claims he's also looking for Roche and tracked him to Ochman's warehouse. Geralt can ask if Iorveth plans to kill Roche but Iorveth says he's just supposed to find him. Geralt jokes at the idea of Iorveth and Roche working together. Iorveth shrugs it off and tells Geralt to help him search the warehouse.

Eventually the two hear grunts of pain coming from down a corridor. The duo sneak down it and peer through a door. Inside Roche is bound to a chair, with Ochman standing in front of a fireplace with a glowing hot sword embedded within it. There is already a burn mark on Roche's neck.

Geralt starts to move but Iorveth holds him, motioning him to wait. They watch.

Ochman notes that Roche is one tough whoreson and demands that Roche tell him who snitched on him, Roche looks around and says he'll whisper it in Ochman's ear. Ochman leans forward but before he hears a word, Roche headbutts him, knocking him to the floor, muttering that nobody calls him a whoreson.

On headbutting Ochman, Geralt and Iorveth burst into the room to the surprise of Roche and the still-stunned Occhman. Iorveth quickly unbinds Roche while Geralt stands over Ochman. Roche stands and walks to the fireplace, pulling the sword from the flames. He turns to Ochman and coyly says that life’s like a game of poker and that his luck has to run out someday. He then thrusts the sword at Ochman's arm causing the merchant to scream in agony. (This is not shown visually, only through audio. Geralt turns away in disgust)

Roche demands to know what Ochman has been doing, why supplies have been mysteriously disappearing. Ochman confesses that he fudged the numbers, hiding 1 out of every 10 swords that he'd sell for his own benefit. Roche says he's no better than a thief and he should be killed. Iorveth steps in however and says

that he must live. Roche tells Iorveth to bugger off but Iorveth insists, saying *they* need him. Roche, knowing the situation, relents and knocks Ochman out. Once done, he turns to speak to Geralt.

Roche asks what Geralt is doing here and Geralt says he's looking for Corinne, apparently Roche can help. Roche sternly refuses, Iorveth chimes in that it's because Roche thinks Geralt is trouble that could be brought to Corinne. Roche tells Iorveth to shut up. Geralt assures Roche that he won't cause trouble or that Roche should help him out for old times sake. Depending on the player's choices in Witcher 2, Roche will either be more hostile or warm towards Geralt. Eventually however he reluctantly says Geralt can see Corinne, and to meet him at the Passiflora. Geralt departs.

The Dreamer

Arriving at the Passiflora, Geralt finds Roche once again and asks where to find Corinne. Roche motions Geralt to head upstairs and that Corinne awaits. Geralt heads upstairs and enters one of the rooms to find Corinne crouched next to one of the walls. Geralt begins to introduce himself but Corinne quickly motions him to remain silent, and to sit next to her. There's a hole in the wall. Geralt puts his eye up to it but quickly draws back, evidently disgusted by what he just saw. Voices are heard while the camera pans over to reveal that in the other room is none other than Hierarch Hemmelfart.

Hemmelfart complains to the prostitute he's with that she's not doing a good job. The prostitute claims that it's because the heirarch is on fisstech and it isn't her fault. The heirarch angrily refuses, saying he shall complain, throwing a mug against the wall in his anger. The prostitute quickly leaves and the heirarch falls asleep.

After that sequence of events, Corinne finally introduces herself, assuring that nobody will hear them, the heirarch is a deep sleeper. Geralt says he needs

Corinne's help in tracking down someone. Corinne though is hesitant, asking why she would help Geralt.

- Geralt can try appealing to her relationship with Roche. Corinne says that has no basis and that she and Roche aren't lovers like Geralt assumes.
- Geralt can try appealing to the person's magical similarity to Corinne. Corinne however doesn't care.

Corinne proposes that she will help Geralt if he tells her more about the person he seeks, which Geralt inevitably agrees to. She motions Geralt to lie on the bed while she sits in the chair next to it (Geralt comments on the strangeness of dreaming sitting straight up). Corinne begins by asking the person's name to which Geralt replies Ciri. Corinne asks what Geralt's relationship is with her and Geralt can say she's his daughter or that she's a fellow witcher he trained. Corinne asks if Geralt thinks about the possibility of not finding her. Geralt can assure Corinne that he will find her, even if it kills him, or that he has doubts about whether or not he'll find her, choosing whether he feels regret or pain. Continuing, Corinne asks what Geralt's strongest memory of Ciri is. Geralt can reply either with the time she first went on the Gauntlet or the day he first met her in Brokilon.

Once done, Corinne suggests that to intensify the dreams Geralt could bring her wine, and/or be in more "intimate" proximity. Geralt can either agree to this resulting in him and Corinne lying nude on the bed (it is not implied they had sex) or refuse.

Regardless of the chosen path, Corinne begins dreaming and the player is treated to seeing various visions of Ciri. On awakening, Corinne tells Geralt that she saw Ciri in two dreams. In one she was eavesdropping on two sorceresses: Margarita Laux Antille and Felicia Cori. Geralt asks where they are and Corinne states that Felicia was just recently burned at the stake, and that Margarita sits in chains, likely to await the same fate soon. She suggests asking Roche for help as he has his hands in deep with the underground,

Regarding the other dream, Corinne states she saw Ciri speaking with Dandelion. Geralt is surprised he's in town. Corinne says he's taken up residence at an establishment called the Rosemary and Thyme.

Geralt thanks Corinne for the help and heads out. He now has two leads, Margarita and Dandelion.

q302_mafia - The Gangs of Novigrad

Author: Ferroxius
Character List:

- Geralt
- Ciri (Flashback)
- Roche
- Iorveth
- Corinne
- Djikstra
- Bedlam
- Cleaver
- Junior
- Radovid
- Happen
- Rico
- Guards
- Thugs

The Big Four
Following Corinne's advice, Geralt goes to Iorveth's house to find the commander's help. Finding the elf, Geralt says he needs his help in finding out where Junior and Margarita are. Iorveth thinks Geralt is playing a dangerous game but agrees to help, suggesting that they should see Sigi Reuven about this, one of the Big Four members. They head out for Reuven's location, the bathhouse.

- Some data suggests that Geralt could alternatively speak to Roche about getting a meeting, possibly dependent on choices in Witcher 2. This is difficult to ascertain however.

Arriving at the bathhouse Geralt and Iorveth meet Reuven's lackey Happen. Iorveth requests that they speak with Reuven but Happen responds that he is

currently in a meeting with the other bosses. Iorveth insists however, saying it's important. Happen says he'll try and disappear off screen.

Some time later Happen returns and says that Sigi will see them, they must disrobe beforehand however. Geralt is directed to a changing room to disrobe and wear a towel. Humorously if the player does not equip a towel Happen will reprimand Geralt for doing so until he equips one. Once done, Geralt, Happen and Iorveth make their way through the bathhouse. There are many citizens here with varying conversations and some commenting on Geralt.

The trio enter a private room at the end of the bathhouse, entering they find the bosses Djikstra (Sigi Reuven), Karlo "Cleaver" Varese, and the King of Beggars arguing. Cleaver expresses his frustration at the wait for the fourth missing boss, Whoreson Junior, claiming they are wasting time and should just kill him. The King of Beggars however says that wont happen, they only will kill Junior if everyone agrees to it.

Geralt and Iorveth enter the conversation and are greeted by Djikstra. Cleaver asks why Geralt is here and Djikstra says he wants to speak to him, Cleaver asks how they know one another and Djikstra they go way back, referencing the time Geralt beat him up and broke his leg. Geralt in turn asks Djikstra to introduce him to the bosses and Djikstra does so.

- Geralt can also ask what Djikstra is doing here in the city and Djikstra sarcastically responds that he travelled around for a bit, stayed in Zerrikania which he claims had medicine to heal his leg, but he returned to settle in Novigrad. It's clear he is spinning a fable.

Geralt says he's looking for Junior. Cleaver says that Junior isn't coming, the KoB adds to this asking why Geralt seeks Junior.

- Geralt can say it's a private matter. Djikstra jokingly responds that Geralt values his privacy very much. The KoB says that didn't seem to be the case when Geralt came to him looking for Triss.

- Geralt can say Junior will help him find someone. The KoB responds that Junior has never helped someone in all his life. Geralt says he'll ask him nicely.

Regardless, Cleaver interrupts the conversation saying that enough is enough. He's certain Junior is out to kill them and that they must kill him first. He states that he plans to send some of his boys round to Juniors locations, make noise, flush him out and then kill him. He turns to Geralt and says that if Geralt wants to find him, he should come see him since he'll actually find the bastard. He departs.

After Cleaver leaves, Geralt again asks for leads. The KoB looks to Djikstra who nods back. The King of Beggars announces that he'll leave them alone on this matter and departs. It's also assumed that at this point Iorveth departs as well.

Geralt notes that Djikstra doesn't seem to care about if Junior is found. Djikstra responds that he does, he just doesn't think Geralt will get to him first, Geralt asks what if he did. Djikstra says that if Geralt does, as a favour to him, to kill the bugger. Geralt can agree to this, refuse, or say he's undecided. Djikstra says that the assassins Junior previously sent after them is a bad sign. If the gangs are divided, then they will easily be conquered by Nilfgaard, or Redania.

Geralt asks where he should start looking. Djikstra points out three points of interest: A casino and a fighting pit. Geralt heads out to investigate both.

Optional: A Deal with Cleaver

Before investigating the locations outlined by Djikstra, Geralt can go see Cleaver about his offer. Entering Cleaver's quarters, Geralt sees the boss beating a thug questioning him about where he was on the night Cleaver was attacked. The thug professes that he was simply at a brothel but Cleaver doesn't believe him. He hands the thug to his men and tells them to extract from him where Junior is. After doing so he turns to Geralt and asks if he's here to help him. Geralt says he

is and Cleaver commends Geralt's no-nonsense attitude. Cleaver says he's split his men into two groups and that they await outside Juniors two establishments, he instructs Geralt to meet with them and to raid the establishments. He also tells Geralt that if he succeeds, there will be some payment for his trouble. Geralt agrees and leaves.

Should Geralt successfully raid both locations and return to Cleaver he will get a reward as promised.

The Fighting Pit
There are two ways that the player can complete this section. Violently or non-violently.

Violent
Geralt fights his way through the establishment and the guards. If Geralt made a deal with Cleaver then some dwarf thugs will be standing near the entrance, speaking to them will trigger them to assist Geralt in combat, making the fight easier.

On defeating all the guards, Geralt interrogates the leader of the pit Igor, demanding to know where Junior is. Igor initially refuses but Geralt can beat him into submission where he reveals that he doesn't know where Junior is, only that he was ordered to get more guards for the pit from this camp near Oxenfurt. Geralt heads out to find the camp.

Non-Violent
Geralt has three methods of getting past the bouncers peacefully.

- Convince (BoB) - Geralt can announce himself as the Butcher of Blaviken. The first bouncer doesn't care but the second one recognises Geralt and says his son is a big fan. He is let in.
- Convince (Zdenek) - Geralt can prior to speaking to the bouncers see a fighter from Witcher 1 called Zdenek be killed by Cleavers thugs. Looting

his corpse reveals a paper showing he was to take part in the fights. Geralt can present this to the bouncers, claiming to be Zdenek and hs is let in.
- Bribe - He is let in if he has the coin.

Geralt can also threaten the bouncers but this will start a fight and default to the violent path.

On entering, Geralt speaks to the leader of the fight pit, Igor. Geralt says he's looking for work as a bodyguard but Igor wants to test him first, saying that if Geralt wins a few rounds in the pit, he will hire him. Geralt can agree and enter the pit or refuse and be kicked out.

- Geralt can also say he's looking to be hired as a bodyguard for Junior but saying this triggers a fight. It is important he says that he is looking to be hired for general work.

If Geralt enters the pit, he will have to fight some rounds

- Round 1 - Geralt fights and defeats a soldier, who begs Geralt not to kill him saying he has three kids. The crowd urges Geralt to kill but Geralt can choose whether or not to kill the man or spare him. Sparing him obviously draws condemnation from the crowd.
- Round 2 - Geralt fights two brothers, killing one and demanding the other to yield. The brother however is too proud to surrender and continues, forcing Geralt to kill him.

On defeating the fighters Geralt returns to Igor about the work. Igor is impressed and tells Geralt that his first job can be to collect some new guards for defending the pit. They can be found at a camp near Oxenfurt. Geralt heads off to find the camp.

The Casino
Like with the fighting pit, Geralt has two ways of completing this section: Violently or non-violently.

Violence
Geralt fights his way through the establishment and the guards. If Geralt made a deal with Cleaver then some dwarf thugs will be standing near the entrance, speaking to them will trigger them to assist Geralt in combat, making the fight easier.

Heading upstairs, Geralt comes across a halfling named Rico bound to a chair. The halfling asks if Geralt is here to kill him but Geralt says he just wants to know where Junior is. Rico says he doesn't know much, he was playing cards as usual when he was suddenly invited to this high stakes private room. He thought it a great opportunity so he accepted but was suddenly jumped by bandits who tied him up and beat them. They left before they could kill him however, which he assumes was when Geralt came in. Geralt pushes Rico for more info and Rico says that something was weird about these guards, they weren't the usual hired thugs. These were trained soldiers and he had seen similar ilk before at a camp near Oxenfurt. Geralt heads out to find this camp.

Non-Violence
Geralt has two method of getting inside the Casino

- Manipulate - Geralt casts Axii on the guards allowing him access
- Bribe - He is let in if he has the coin
- Threaten - This starts a fight and defaults to the Violent path

Entering the casino, Geralt is watched by several of Juniors men, suspicious of the newcomer. Around him are various citizens gambling. Reaching the leader of the casino, Geralt has two options.

- He can ask about Junior. This immediately prompts a fight.
- He can say he's here to play high stakes. This progresses the section.

Geralt then needs to win several rounds of cards against various competitors. Should he succeed, the leader approaches Geralt and offers him the chance to play against some of the higher stake players. Geralt can agree or refuse. If he agrees then he is taken to a secluded room, however it is a trap. The room is filled with bandits who know Geralt is here for Junior and attack him, leading to the violent path.

If Geralt refuses then he is approached by a halfling named Rico who suggests they play cards. Geralt asks subtly if Rico knows something about Junior and Rico confirms that he does, and may be willing to tell if Geralt plays him, it's evident Rico is a trickster. Geralt agrees and they play a round of cards. Regardless of if Geralt wins or not, some guards appear itching to take Rico away for questioning. Geralt stands up for Rico and fights the guards. After dispatching them, Geralt demands a terrified Rico tell him where Junior is. Rico says he doesn't know but does claim some things have been changing around the establishment as of late. Most notably the guard has changed from the usual thugs to trained soldiers, saying that he knows they originate from this camp near Oxenfurt. Geralt heads off to find the camp.

A Familiar Camp

Regardless of how Geralt finds the camp, he arrives to find out that the camp belongs to none other than Roche, and that Iorveth is also there training some of the men. Geralt finds Roche and jokes about Iorveth and him seemingly being inseparable now. Roche brushes off this comment highlighting that Iorveth is, if anything, good at training.

Geralt says he knows soldiers from this camp have been sent to assist Junior and wonders what that's about. Roche admits that he is working on behalf of Radovid and that it is he who is ordering these troop shipments. Geralt wonders why the king would work with a Novigrad thug, Roche says he doesn't know but knows that Radovid always has a hidden agenda.

- Geralt can also ask why Roche is working with Redania and Roche admits that he doesn't like it but if it came down to living under the flag of Redania or Nilfgaard, he would choose Redania.

Geralt concludes then that to find Junior he must speak to Radovid and asks Roche to help him. Roche says that may be difficult but notes that Corinne could help, she is of importance to the king. Roche tells Geralt that in Oxenfurt there is this abandoned building he uses to meet with Corinne and relay information to Radovid. If Geralt lights a candle there Corinne will come. Geralt thanks Roche and heads out.

Reaching the abandoned building Geralt lights the candle and eventually Corinne appears. She asks if Geralt was followed , which Geralt confirms he wasn't, he would hear footsteps. Geralt says he needs Corinne's help with seeing the king and Corinne agrees to help, although she does mention this is a risky endevour. Radovid has changed somewhat over the course of the war. She tells Geralt that Radovid can be found on his ship moored in the harbour, and that it is essential Geralt makes it clear he has information. She leaves and Geralt heads out to seek Radovid.

- Geralt can also ask Corinne why Radovid is working with Junior and Corinne confesses it’s because Radovid seeks to destroy the Big Four. Junior was the weakest link so Radovid lured him with the promise of power and protection. Now the gangs are in disarray because of this.

Reaching the ship, the guards demand to know what Geralt is doing here. Geralt, as per Corinne's advice, says he has information about Philippa Eilhart. The guard is skeptical but Geralt bluffs by suggesting the guard could be executed for denying an informant. The guard relents and goes off to ask Radovid. Returning a short while later the guard permits Geralt board but without his weapons.

Following the guard, Geralt is taken to a part of the ship where Radovid is situated, hunched over a chessboard. On seeing the witcher approach he rises

and asks the witcher if he plays chess. Geralt can say he knows the rules or that he doesn't. If he does, Radovid motions towards the board and asks what move Geralt would play. Geralt can choose from a few options with varying dialogue from Radovid ranging from scolding Geralt's move to praising it.

Regardless, Radovid asks Geralt for this supposed information about Philippa. Geralt admits he knows nothing, infuriating Radovid who demands the guard throw him overboard. Before doing so however Geralt admits he's here for Junior. Radovid quickly changes his mind and dismisses the guard. Radovid informs Geralt that Junior is currently in a private estate in town, and it's well guarded. Geralt is skeptical as to why Radovid would just tell him about Junior and Radovid claims it is because Junior has become unruly as of late, thinking he is outside the king's control. He wants Geralt to remind him of his place but he insists that Geralt must not kill him. Geralt agrees and leaves to find Junior.

The Whoreson

Arriving at the estate, Geralt is accosted by guards outside. No matter what Geralt says, a fight occurs where Geralt must kill all the guards. Entering the estate, Geralt witnesses the true barbarity of Junior, witnessing multiple corpses of prostitutes mutilated in various fashions. Entering the main room Geralt witnesses more mutilated corpses and Junior standing with his back to Geralt. Before Junior can say much Geralt attacks and beats Junior multiple times before stating that he's here to talk. A submissive Junior says he'll tell Geralt whatever he wants, Geralt in turn says he knows Junior met with a woman with ashen hair and wants to know what happened to her. Junior pretends to not know anything but another quick blow from Geralt knocks him into submission again. As he begins confessing, the scene transitions to a Ciri flashback.

Ciri Flashback

As described by Junior, the scene entails Junior attempting to rape a woman (Blanka), only for Ciri to burst in and attack Junior. As retaliation for the rape attempt, Ciri castrates Junior and rushes out with the woman.

After describing the events, Geralt is furious with Junior for possibly hurting Ciri. Junior retorts that Ciri castrated him, and he's now a laughing stock of any prostitutes he's with. Geralt grimly questions if this is why Junior kills them. Junior gets on his knees and begs Geralt not to kill him. Geralt now has a major choice here

- Kill Junior - Geralt quickly and efficiently snaps Juniors neck (This will have repercussions later on in the story)
- Spare Junior - Geralt leaves, informing Junior that he wonders what the bosses will think when they learn Juniors working with Radovid. A paranoid Junior demands Geralt explain himself, but Geralt simply leaves

If Geralt investigated the other lead in **q303_treasure** and **q304_dandelion** he now deduces he needs to find the mystery woman, leading to **q305_blanka**. Otherwise he still has other leads to follow

q303_treasure - Count Reuvan’s Treasure

Author: Ferroxius
Character List:

- Geralt
- Dijkstra
- Dudu
- Triss
- Felicia (Blanka)
- Margarita
- Menge
- Bart
- Witch Hunters

A Robbery Gone Wrong
Once Geralt has met Dijkstra during **q302_mafia**, he can speak to the crime boss at any point to begin the quest

Geralt speaks to Dijkstra and tells him he's looking for Margarita and that he could help. Dijkstra says that will be difficult as Margarita was recently arrested by the witch hunters, likely due for the stake soon. He tells Geralt though that he may be able to assist should Geralt first assist him with a matter. Geralt agrees or not (If he disagrees then Geralt can come back later to resume the quest). On agreeing, Dijkstra tells Geralt to follow him downstairs and to not draw his sword unless asked, they leave.

Going deep below the bathhouse, Geralt and Dijkstra reach a vault with a blown open wall, guarded by a troll beating his head against a wall, Dijkstra stops him. Dijkstra lays the situation out for Geralt: The vault contained savings from various prominent merchants in the city, a few days back however the lot had been stolen, Geralt will find out where this treasure is.

- Dijkstra also discloses that the story he knows from Bart, his troll guard, is that Bart was guarding the vault when suddenly he heard an explosion, went to check, and promptly fell asleep. Bart comments that he did remember seeing "daddy" before he fell asleep. Dijkstra says however that he was not down here on the day of the break-in, someone else had impersonated him and lulled Bart to sleep.
- Dijkstra also discloses that the sewers connected to the vault are particularly dangerous due to a poisonous "pops mold" that grows down there. He warns the witcher to be careful and gives Geralt a few vials of antidote to use, noting that it was incredibly expensive to get.

Geralt gets to investigating while Dijkstra watches over him:

- *Stones* - Geralt comments on some stones surrounding a grate. Dijkstra says though that if Geralt is thinking they're magical, they aren't. He's done a sweep already for any magic traces.
- *Pipes* - Geralt notices that the pipe is bent outwards as if something exploded from within, he also notices that there are bits of pipe across the room concluding it must've been powerful. Dijkstra isn't certain though as he says someone would have heard it. Geralt comments that the vault is far enough underground, the only person close by was Bart.
- *Troll Juice* - Geralt examines a piece of broken pipe and sniffs it, smelling Troll Juice. Dijkstra asks what that is and Geralt says its a highly corrosive man-made substance, it explains why the pipes are free of any bomb residue. It should be easy though to track where it was deposited.
- *Bart* - Geralt asks Bart if he remembered anything else. Bart says not really. Geralt noticed the door he and Dijkstra entered the vault through is heavy, would only Bart be able to open it? Bart confirms only he could, on the day of the break-in he had let only "daddy" in. Geralt comments that it means they can't have entered or exited through the bathhouse, it must be the sewers.
- *The Sewers* - Geralt can find the corpses of some witch hunters. Geralt is unsure though what the connection is.

After Geralt has finished investigating, he concludes that someone on the day of the break-in must have dropped a bomb down one of the baths, it came to rest at the vault and exploded, then this thief went downstairs, put Bart to sleep and stole the treasure. Geralt and Dijkstra head back upstairs to find the bath. Through gameplay, Geralt examines the baths and finds one that seemingly has no corrosion, concluding it is the right one. Dijkstra has Happen bring in the guest book, who reports that Margrave Henckel has been using this bath the past couple months. Dijkstra claims though that this is impossible, Henckel has been dead for some time now. Geralt asks where Henckel used to live and is directed to a house in the rich district. Geralt sets out to find the potential crook.

The Thief

Arriving at Henckel's house, Geralt investigates around, the house seems deserted. Entering another room however, Geralt comes face to face with… himself. The imposter Geralt quickly shifts his mood and claims he's Geralt's old friend Dudu Bibervelt, a doppler.

- Geralt can ask why Dudu took on his likeness and Dudu says he panicked. He heard someone coming and took on the scariest form he knew of, Geralt chuckles to himself hearing that

Dudu asks what Geralt is doing here and Geralt tells Dudu to shift back to his old form first, Dudu obliges. Geralt says he's looking for a certain Margrave Henckel. Dudu tries to play dumb and says that Henckel is dead, Geralt responds however that the evidence points to him still being around, telling Dudu not to be afraid. Dudu confesses then that he robbed Dijkstra, alongside Chappelle. He retells the events, how he planted the bomb, disguised himself as Dijkstra and went down to put Bart to sleep. Once done, Dudu entered the vault but found it was empty, and saw the corpses of several prisoners Chappelle had hired to carry the loot. Fearing something bad had happened, Dudu fled to the house.

Geralt asks why Dudu is doing this. Dudu says that things have gotten bad in Novigrad as of late. Chappelle had assumed the form of the temple guard leader and was keeping a lot of heat away from the dopplers, but they learned that Menge was rising through the ranks. The hierarch himself had listed Menge as a potential successor and they knew if he gained power the pyres would only intensify. So, the two planned an exodus of all the dopplers in the city and doing so would require a lot of coin. Geralt asks why Dijkstra specifically and Dudu responds that there were rumours the man had heaps of treasures, they were also in a panic he confesses, as Chappelle feared he was being tailed by Menge's men. Geralt concludes it must have been intentional to drive the two to rob Dijkstra, with Menge ambushing them. Therefore, Menge has the treasure now and needs to figure out how to get to him.

A noise is heard downstairs and Dudu panics again. Geralt quietly tells Dudu to escape out the window and Dudu does so, telling Geralt that if he wants to find him again, he'll be at the Chameleon. He exits and Geralt heads downstairs to find Dijkstra with some of his men. Geralt asks what Dijkstra is doing here and Dijkstra replies that he's just here to make sure Geralt isn't dead. Geralt can call him out saying that Dijkstra doesn't trust him, or assure Dijkstra he can take care of himself. Regardless Geralt says that he knows where the treasure is, Menge has it. Dijkstra asks how Geralt learned of this

- Geralt can say Henckel told him he'd faked his death to escape his debts. Dijkstra suspiciously says he never knew the man had debts. Geralt says that Henckel was particularly in debt to Menge who promised to clear them in exchange for robbing Dijkstra. Dijkstra asks where Henckel is now and Geralt claims that he escaped just then, a deal in exchange for the information. Dijkstra is highly suspicious, claiming its very convenient that the only witness to these events is now gone.
- Geralt can say it's not relevant. Dijkstra demands to know why that is and Geralt says he doesn't have to tell Dijkstra everything. Dijkstra is highly suspicious and thinks Geralt is up to something

- Geralt can confront Dijkstra and tell him to find someone else then if he doesn't trust the witcher
- Geralt can tell Dijkstra to accuse him of lying if he thinks the witcher is, rather than making insinuations
- Geralt can try to convince Dijkstra that Menge would see Sorceresses and crime bosses like him as the same, scum to be burned.

Regardless, Dijkstra says Geralt has at least made progress so he will continue to help. He informs Geralt that Menge can usually be found at the witch hunters barracks before dawn. Sorceresses, alchemists and any other deviants the hunters fish up are brought to him, he then tortures them for a while before sending them to the pyre. Geralt asks how he'd ever hope to get in and Dijkstra says his best bet would be to use someone as bait, perhaps a certain Triss Merigold. Geralt can agree with this or say it's too risky, which Dijkstra will retort saying this is the only way Geralt has any chance.

Geralt leaves to find Triss, before he exits however Dijkstra reminds Geralt that if the witcher finds some information on the treasure then he should tell the crime boss and he'll be rewarded. Geralt questions this given Dijkstra is currently penniless. Dijkstra says he knows that and says that he could get Geralt a copy of Margarita's interrogation report. Geralt acknowledges that and leaves.

The Hunter Barracks

Geralt finds Triss and tells her he needs to speak to Menge. Ciri apparently spoke with Margarita and only Menge knows where she is, the catch is Triss would need to be bait. Triss agrees to this and tells Geralt to meet with her near the barracks, she leaves.

Arriving at the rendezvous point, Geralt and Triss figure out how they are going to do this. Geralt initially suggests they just storm the place and use axii on Menge. Triss says that is a terrible idea however as the two would never hope to

defeat a legion of witch hunters who know how to fight sorceresses and witchers, and even then Menge would have plenty of time to escape.

Triss produces a pair of dimeritium cuffs and tells Geralt of her plan. Geralt will hand Triss over to the hunters so that he can get a meeting with Menge. She assures Geralt that the cuffs are fake so if a fight breaks out she can quickly come to his aid.

- Geralt can ask if Triss is truly ready to do this. Triss says she knows it will hurt but she is willing to do it for Ciri.
- Geralt can say he doesn't like this idea at all but Triss responds that they don't have any other ideas and that Ciri's life is on the line

Geralt cuffs Triss and they head out to the barracks. Outside, a hunter on the wall asks what the witcher is doing here, Geralt says he's captured Triss Merigold and wants the reward for her capture. The hunters eagerly let him in and prepare to take Triss, saying he'll get his coin in a moment. Geralt interjects however and says he wants to get his coin from Menge himself. The hunters suspiciously ask why and Geralt says that he interrogated Triss a bit before bringing her here, he knows a few things about the Lodge that Menge would love to know. The hunters agree and take him and Triss inside.

- Geralt does have a few ways of engaging in this conversation with the hunters. Generally saying anything that would upset them like telling them to let Triss go will start a fight

Geralt enters a room in the barracks while Triss is left in another room to be tortured (Throughout the conversation with Menge, Triss can be heard screaming in pain). Entering the room Geralt comes face to face with Menge who demands to know what Geralt is here for. Geralt says he's here to collect the reward for Triss. Menge says he'll pay double the bounty if Geralt also informs him of the information he also apparently has on the Lodge.

- Geralt can push for triple the reward as Triss is a member of the Lodge of Sorceresses. Menge corrects Geralt saying Triss is a former member, and

that last he heard she quickly became a pariah to the group, so it matters little. Geralt can try to stand his ground, saying he'll take Triss somewhere else then for payment but Menge orders him to sit down. If Geralt refuses a fight breaks out, otherwise he sits down and they resume negotiations.

Menge asks for the info and Geralt has two options

- Geralt can inquire about Menges recent financial successes and Menge cautiously replies that the church received a sizable donation recently. Geralt can push further and says he heard someone robbed Dijkstra recently. Menge, now suspicious, says only the doppler knew about that. He orders one of the hunters to bring in a silver goblet and orders Geralt to grab it, Geralt does so and asks what the charade is about. Menge says its to make sure Geralt wasn't a doppler in disguise. If Geralt continues to push for a location on the treasure, Menge will eventually get angered and summons his guards, starting a fight.
- Geralt can inform him that the Lodge plans to break Margarita out of Temple Isle. Menge evilly replies that they'll be falling for a trap then, Margarita is not on temple isle. Geralt insists that the hunters and temple guard won't be enough to stop them, they need help from someone like himself protecting Margarita. Menge asks why he should trust a freak like Geralt
    - Geralt can claim he was made to protect people from monsters, and sorceresses are the worst sort of monsters that coerce people with their charm and wit. This convinces Menge who tells Geralt that Margarita can be found in the cellars of Gevrey's vineyard. He warns Geralt though that if he's lying, his carcass will line the gates of the city
    - Geralt can just demand to know where Margarita is, this starts a fight
- Geralt can also inquire at some point about Menges connection with the witch hunters. Menge says that he came to an agreement of sorts with them, allowing them into the city in exchange for getting rid of Chappelle.

Geralt asks why they and not the temple guard and Menge responds that the temple guards are lazy buffoons compared to the hunters.

Margarita (Non-violent Path)
After negotiating and assuming a fight did not happen, Menge and Geralt head back into the other room to see what's going on with Triss. Entering, a bloodied and tortured Triss is tied to a chair. Menge is pleased and offers Geralt the opportunity to dish out some punishment. Geralt agrees, takes the whip and walks close to Triss, as he passes he whispers in her ear that he knows where Margarita is. In a split second, Triss breaks her chains and jumps up, summoning a fireball that blasts everyone back. She then abruptly teleports away.

Coming to his senses, a furious Menge demands to know the meaning of this. Geralt can try to claim the merchant who sold him the cuffs cheated him, or that Triss was too powerful for the cuffs. Regardless, Menge tells him not to come back until he has Triss and kicks Geralt out

Geralt meets up with Triss and tells her where Margarita can be found. Making their way to the vineyard, they find a chained up and weakened Margarita who is surprised to see the duo. Geralt tells the sorceress he's looking for Ciri and that she may know where. Margarita recounts what she knows…

Margarita (Violent Path)
If Geralt drew his swords at any point or said the wrong thing then he and Triss must fight and kill all the hunters. Once done, Triss admonishes Geralt for not following the plan and says they'll have to look around for some lead. Through gameplay Geralt comes across a pile of documents that indicates the location of Dijkstra's treasure. Geralt comments that this will have to do and they leave.

Geralt returns to Dijkstra and hands over the documents. Dijkstra is pleased with this and hands Geralt the interrogation report as promised. Geralt asks what will happen to Margarita now. Dijkstra responds that after the massacre at the

barracks they'll guard her like she's the holy flame, there is no chance of reaching her. Geralt wonders whether perhaps it's possible they get to her before she's executed. Dijkstra sterns states there won't be any sort of public execution after that, they'll likely tie her up and drown her in the ocean somewhere. She is as good as dead.

Geralt leaves and reads the interrogation report…

Ciri Flashback
Ciri is hiding behind a door eavesdropping on a conversation between Margarita and Felicia (Felicia is secretly Blanka in disguise). Felicia says she is looking for Yennefer. Margarita asks why and Felicia says she has tidings from her lover. Margarita says she’s currently in Skellige.

Suddenly, a noise is heard upstairs, it’s the temple guard. Margarita tells Felicia to bar the door with a spell while she prepares an attacking spell. Felicia freezes up however (Blanka is not a sorceress evidently) and looks towards the concealed Ciri. The guards burst in and knock Margarita out and surround Felicia. Ciri in the moment reveals herself and defeats the guards. She then runs out with Felicia.

q304_dandelion - Broken Flowers

Author: Ferroxius
Character List:

- Geralt
- Ciri (Flashback)
- Dandelion
- Zoltan
- Pricilla
- Marabella
- Vespula
- Elihal
- Rosa
- Edna
- Molly
- Mary Louise La Valette
- Voorhis
- Oliver
- Children
- Peasants
- Junior's men

Meeting Dandelion and Zoltan
Geralt enters the Rosemary and Thyme and meets a partly drunk Dandelion and Zoltan and they have a chat about current events including a talk on Junior and how Dandelion came to inherit this establishment (He got it from Whoreson Senior who was fond of Dandelion's ballads).

Geralt tells Dandelion that Ciri was in Novigrad recently and that according to Corinne, he had met with a companion that Dandelion had spoken to earlier. Dandelion and Zoltan confess that they've been drinking a lot since they got to

Novigrad. Dandelion says he doesn't remember much but says that he might have written it down in his journal which he gives to Geralt.
From the journal Geralt reads the following names (In true Dandelion fashion it's all in poetry):

- *Marabella* - Teaches children and was a former student of Dandelion
- *Vespula* - A worker who runs a laundry shop
- *Elihal* - A worker who runs a sewing shop
- *Rosa var Attre* - A Nilfgaardian aristocrat's daughter
- *Molly* - A chambermaid of a Baroness La Valette

Marabella
On arriving at the school, Geralt can hear an ongoing lesson. If he interrupts, asking for Marabelle then she will ask Geralt to wait outside until she's done. Geralt agrees and waits.

Once done, they talk. Geralt asks if Marabella was by the tavern recently and if she talked to a blonde haired woman. Marabella says she never goes to the tavern so she hasn't.

Vespula
Geralt can come across Vespula being harassed by some of Juniors men. Apparently she had been getting protection from Junior but now needs to pay up coin she doesn't have.

Geralt interjects with the following options:

- Try to pay off the men. They refuse saying Vespulas gotta pay or she gets punished.
- Tell them to leave. This starts a fight with them.
- Tell them Vespula has new protection. They ask whose and Geralt can say either Reuven, Whoreson, Isengrim, the King of Beggars, or his own. If Geralt chooses the Whoreson or himself then he has to fight the men. Otherwise they leave out of fear.

Geralt asks if Vespula had met with an ashen haired woman at the tavern since she had been recently together with Dandelion. Vespula says she didn't since Dandelion was dirt poor most of the time and didn't have time to take her to the tavern, but does recount him preening a blonde woman around town, claiming it was his niece from Kovir.

Elihal

Geralt enters Elihal's shop to find Elihal there to greet him, Geralt is confused though since he expected Elihal to be a woman. Elihal tells Geralt to wait a minute and goes off. When he returns he's dressed up convincingly like a woman.

Geralt asks how he and Dandelion met and Elihal says they met in a tavern and Dandelion was blind drunk. They had a long winded conversation and became good friends.

Geralt asks if Dandelion mentioned any other women and Elihal recounts hearing about a washer woman, a teacher, and a Nilfgaardian aristocrat (Vespula, Marabella and Rosa).

- Geralt can also inquire about why Elihal dresses up like he does. Elihal responds that ever since he was a boy he was inspired by the shapeshifting abilities of dopplers and the joy of being able to become different persons at a whim

Molly

Geralt makes his way to the La Valette house and is initially accosted by the guards who recognise Geralt as Foltest's killer. Geralt says he is here to meet with the Baroness and they let him through without his weapons

Geralt meets with the Baroness who is accompanied by Voorhis and her response depends on if Geralt killed or spared her son Aryan in The Witcher 2.

- If Aryan died, Geralt apologises for doing so and says that he saw no other choice while acting under Foltest's orders. The baroness understands but is still upset about losing her son. (Some lines suggest that potentially the baroness will outright refuse to see Geralt but this cannot be confirmed)
- If Aryan lived, the Baroness is thankful that Geralt spared his life even though her castle burned down.

The baroness asks if Voorhis and Geralt know each other which they agree on. Voorhis asks what Geralt is doing here thinking the emperor has sent him on a secret mission. Geralt asks what Voorhis is doing here colluding with "the enemy". Voorhis denies this saying that the baroness is no enemy and the emperor trusts him.

Geralt asks to see the Baroness' chambermaid Molly and she agrees. Geralt meets with Molly and talks about Dandelion's relationship with her. Geralt asks if Dandelion was with a grey haired woman recently and Molly says it cannot be since she thinks Dandelion has finally given up chasing women, she claims he even stopped writing poetry about other women.

Rosa Var Attre
Geralt makes his way to the Var Attre residence. He can get in via two methods.

The Front
He can eavesdrop on the guards who say that Rosa is waiting for a new fencing instructor. Geralt can pose as the fencing instructor and he is let in and meets Rosa.

Rosa, thinking Geralt is her new instructor, asks Geralt to fight and Geralt obliges. After the fight Geralt reveals that he's a witcher and not actually Rosa's instructor.

The Back

Geralt can sneak around the back and get in. He runs into Edna var Attre, Rosa's sister who demands to know who Geralt is. The captain of the guard also shows up and demands to know who Geralt is but Edna tells him to escort Geralt downstairs as he is her new swordplay instructor (She is pretending to be Rosa for a prank, she and Rosa look very similar).

Geralt goes downstairs and meets the real Rosa. Rosa, thinking Geralt is her new instructor, asks Geralt to fight and Geralt obliges. After the fight Geralt reveals that he's a witcher and not actually Rosa's instructor. Rosa is confused which also confuses Geralt since he thought he just met Rosa.

The Reveal

Edna reappears and explains that dandelion often confused Edna for Rosa and so they occasionally pranked him, they express though that there was nothing between them and Dandelion, who was their rhetoric tutor. Geralt can also ask about a grey haired woman Dandelion was singing about but the two don't know who that was.

- Geralt can also discuss politics with the two since they are both Nilfgaardians. They give some interesting accounts on the history of the war and what it'll take for Emhyr to win.

Talking to Dandelion

Geralt returns to the brothel to find Dandelion still slumped over a bottle and Zoltan attending an owl. Geralt asks Zoltan where he got the creature from and Zoltan says he won it in a game of cards just recently. He takes the owl away to let Geralt and Dandelion have some time to converse amongst themselves.

Geralt tells Dandelion that he thinks the bard is hiding something. The women he spoke to hadn't seen Ciri but they had mostly claimed Dandelion was with some other mystery woman he hadn't mentioned: A bard from Kovir called "Sweet Callonetta". Dandelion relents that this mystery woman is a talented and

extremely beautiful bard called Priscilla that he is very smitten with her, enough that he'd quit being a bard forever to be with her. They had spent some time together before she promptly dumped him, now he’s feeling heartbroken and wanted to forget she ever existed, hence the discretion. Geralt says that Dandelion had wasted his time as Pricilla spoke to Ciri. Dandelion begrudgingly says that he’ll help now, but only for Ciri. He claims Pricilla will be performing at the Kingfisher and Geralt can talk to her there about Ciri.

- There are lines surmising each of the women Geralt spoke to regarding their relationship with Dandelion

The Performance

Geralt and Dandelion go to the Kingfisher to watch Pricilla perform, he explains to Geralt that she's a student of Essi Daven, one of the most talented lute players, second only to Dandelion of course.

Priscilla appears and plays one of Dandelion’s ballads much to Dandelion's dismay, she also doesn't sing it well, seemingly intentionally so. Dandelion jumps on the stage:

Priscilla: *Dandelion, what the hell are you doing?*

Dandelion: *My apologies, darling -- stealing my ballad's one thing, but playing it so horribly quite another!*

Dandelion: *Ladies and gentlemen, please, if you don't object I, Dandelion, will repair what my dear, inexperienced colleague has managed to so thoroughly mangle.*
Peasant 1: *We object!*

Peasant 2: *We came to hear Callonetta, not this peasant!*

Peasant 3: *Sod off!*

Oliver: *Dandelion, don't embarrass yourself. They want to hear her, not you. Leave on your own, or the boys'll toss you out.*

Dandelion: *This is an outrage! How dare you treat an artist like this! I will never set foot in here again!*

Dandelion storms off, Geralt speaks with Priscilla after she finishes performing and asks about her relationship with Dandelion. She says that she was sick of the way Dandelion was treating the women in his life and plotted to get back at him. She seduced Dandelion for a brief one night stand and then immediately dumped him, breaking his heart. The poor performance of his ballads was also part of this plan.

Geralt asks if Priscilla had seen Ciri and she says she had. Dandelion had taken her to the golden sturgeon for seafood and had briefly spoken with Ciri (Ciri was wearing makeup to hide her scar but Pricilla had done enough mumming to recognise the coverup). Ciri had been asking after a certain Blanka and Pricilla had said she'd gone off to see Whoreson Junior. Ciri had turned pale as a ghost and ran off immediately, that was the last she saw of her.

- There is a Ciri flashback showing this exchange.

Geralt asks who this Blanka person is and Priscilla claims she works for a mummers troop run by Irina Renarde. Blanka had introduced Ciri to her after a performance one day which is why she recognised Ciri. Geralt asks where Blanka is and Pricilla says she doesn't know. Blanka hasn't been around for some time now and when she doesn't want to be found, she won't be found, she is a doppler after all. If Geralt hasn't completed **q302_mafia** yet then he says he needs to go meet Junior to find out what happened prior to this event. If he has, he knows that Ciri had entered the Rosemary and Thyme to save Blanka.

- Geralt can also speak to Zoltan about the fight. Zoltan confirms what Geralt knows but is shocked to know it was Ciri who he spoke to, he hardly recognised her.

Geralt summises he needs to figure out what happened to Blanka, and the quest ends.

q305_blanka - The Play’s The Thing

Author: Ferroxius

Character List

- Geralt
- Ciri (Flashback)
- Dandelion
- Pricilla
- Dudu
- Blanka
- Madame Irina
- Ushers
- Performers
- Thugs
- Peasants

q302_mafia, **q303_treasure** and **q304_dandelion** must be completed before this quest becomes available. Once all have been completed Geralt will figure out that he needs to locate Blanka

Talking to Dudu

Geralt recounts what he has learned with Dudu, explaining that Blanka was the last person to see Ciri and that he needs to find her, he's hoping Dudu could help as he and Blanka are both dopplers. Dudu says that Blanka used to work as an actor in Madame Irina's troupe but started appearing less and less due to the increased prejudice against nonhumans as well as Chappelle's execution following the botched heist. Geralt leaves to meet with Irina and find out more information.

Meeting Irina

Geralt arrives at Irina's theatre to find Irina alongside Dandelion and Pricilla who are having an argument.

Priscilla apparently has also, as part of her master plan to ruin Dandelion’s reputation, rewritten some of Dandelion's plays which he is furious about. Geralt tries not to get involved but gets roped in regardless and is prompted by Priscilla to give an opinion on who he thinks is the best playwright ever. Geralt can answer:

- *Van Bommel or Carpatius* - These are both fake names Priscilla came up with to test Geralt and she will joke at Geralt falling for it.
- *Bolier or Cornelius* - These are real playwrights not mentioned by Priscilla. She commends Geralt's knowledge.
- *Pricilla* - Dandelion scoffs at this.
- *Dandelion* - Priscilla scoffs at this.

Regardless, Geralt reveals that he is looking for Blanka, who he reveals is a doppler surprising Pricilla, and he heard Blanka used to work for Irina and was wondering what they could do to get her to reveal herself. Priscilla is suspicious as dopplers would fetch kings ransoms and thinks Geralt is hunting Blanka. Geralt can say he doesn't kill sentient creatures or that the church considers him as demonspawn as much as dopplers. Irina regardless steps in and says that Geralt is a friend of Dandelion so she trusts him

Geralt contemplates on a method to reveal Blanka, during which Dandelion comes up with an idea of his own. He asks if Irina remembers the controversial play she wanted to perform to rile up the crowd, asking if they could perhaps recycle that to make a play about a witcher who loves dopplers. Pricilla says that would be mad but it could work, if Blanka saw the play she would understand they knew what she was and that there was no need to fear them, especially Geralt. Irina thinks it would be an interesting idea and asks who would write this play, to which Dandelion proudly steps forward and proclaims he will write it, narcissistically talking about how it will be a masterpiece. Pricilla retorts that the only thing his writing will bring in is bad reviews. Irina interjects before anything gets heated and says both of them will write this. Pricilla is obviously unhappy

with this prospect and Dandelion thinks Irina is joking to which Irina says she isn't. Dandelion reluctantly agrees, saying he'll take the opportunity to impart some important wisdom to Pricilla. They leave

After that, Geralt asks Irina if there's anything else they need to do for the play. Irina says there's two things that would be important: Some ushers to keep the peace, and some announcers to promote the play

- Asking about the ushers, Irina suggests looking around the docks for some men willing to work for easy coin
- Asking about the announcers, Irina suggests Geralt seek out the puffins, a group of performers. She notes though they haven't been active in some time

Optional: The Jugglers

Geralt heads into the poor district and comes across the Puffins who are practicing in a house. Entering, Geralt says he's looking for the puffins but the troupe are cautious, thinking he was a thug hired to collect tax which Geralt disputes, saying he wants to pay them to perform. One of the performers says that won't be possible, they've been harrassed for some time now by a gang of fanatical thugs because of Nissa, one of the performers who's an elf: They've destroyed their instruments, chase off spectators, lately they've taken to lurking in the park outside their home. Geralt asks if they would perform if he got rid of the thugs which the performers agree to, but warn Geralt there's no arguing with that lot.

Going to the park, Geralt finds the gang and can try to convince them to leave the puffins alone but it's practically useless, the thugs don't want an elf announcing anything. Geralt is pretty much forced to fight and defeat them. After doing so, he returns to the puffins who are highly grateful for Geralt's help, even willing to announce the play for free.

Optional: The Ushers

Heading down to the docks, Geralt comes across a makeshift arena setup for fistfights. Geralt speaks with the bookie and says he's looking for some strongmen to keep the peace at a play, the bookie tells Geralt they aren't interested unless he coughs up some coin

- Geralt can agree and pay the full amount
- Or Geralt can propose a wager: If he wins a fight they come work for him for free. The bookie agrees on the condition that if Geralt loses he pays them double the original offer. Geralt can agree or just go with the original offer. If he wins the fistfight, then the thugs will uphold their deal and work for free

The Script

Geralt checks in with Dandelion and Pricilla, who are once again arguing about what to write. Dandelion states that Pricilla cannot see when he is right, boasting that he is the more successful poet with many more laurels. Pricilla retorts that Dandelion just sits on his laurels, he hasn't written anything good in years

- Geralt can comment that he can't believe the two used to date. Dandelion calls pot and kettle, saying that Geralt ought to see how he and Yennefer are sometimes. Pricilla surprisingly backs Dandelion up by saying that Dandelion is puffed up and lazy, but he does have some good qualities. Dandelion cockily says its because he's incredibly handsome, to which Pricilla nastily says that he was... five years and twenty pounds ago
- Geralt can tell the duo to stop their bickering and get on with it, which Pricilla agrees with

Regardless, throughout the conversation, Pricilla and Dandelion will propose different approaches for the play which Geralt must decide on. They also, prior to starting, inform Geralt that the play will be based on the time Geralt saved Duny during Queen Calanthe's feast (a recreation of the short story from The Last Wish). They propose that Dandelion will play the role of Duny while Pricilla will

play the role of Pavetta, and Geralt will be the witcher. Geralt is obviously very uncomfortable at the idea of acting but is eventually convinced to do it.

Topic 1: Genre
Pricilla: I'll start. We should make it a melodrama, because if Blanka is touched by the story, she will be more likely to make a sudden, impulsive decision. Then, as soon as the last lines are recited, she will reveal herself.

Dandelion: *Yeah... Unless she's bored to tears and decides to leave halfway through.*

Pricilla: *Oh yes, forgot emotions bore you... No wonder your characters are so flat.*

Dandelion: *Better flat than overinflated buffoons, sugar! Geralt, don't listen to her. It's gotta be a comedy.*

Geralt agrees with Pricilla
Pricilla: *Finally, a mature man with something more on his mind than tits! What a nice change!*

Dandelion: *Hm. Not sure about that. The Geralt I know is more than capable of agreeing with a woman just to get on her good side.*

Geralt agrees with Dandelion
Dandelion: *Glad you didn't let yourself fall for Priscilla's feminine wiles. It's the right decision - when you see the results, you'll be filled with pride.*

Pricilla: *Or regret.*

Topic 2: Name
Dandelion proposes the name "*The Changeling, or Not Every Doppler is a Monster*", while Pricilla proposes "*The Doppler's Reprieve*"

Concluding the writing
Once Geralt has made his decisions, Dandelion and Pricilla will comment on whether or not Geralt fully sided with one of them, or chose a mixture of their ideas (The mixture seems better received from both). The duo then leave to write the script

Some time later, Dandelion and Pricilla return with the completed script, with the two complementing each other's skills, before both look at each other and turn away blushing. Geralt takes the script and goes back to Irina to start the play

The Play
Geralt brings the script to Irina and they start the play. The play will have some alterations depending on Geralt's choices in tone and actor choice. Whether or not Geralt hired the jugglers and announcer will determine how many people appear in the crowd (And potentially, what district they're from). Geralt also has a gameplay segment of choosing the right lines to say.

Towards the end, Geralt notices a guard with a scarred eye who he realises is Blanka and motions her to come on up to the stage to "arrest" the conspirator character in the play. After finishing the play, they head backstage.

Blanka, Irina and Pricilla have a heartfelt reunion. Blanka is touched that they did all this for her and wonders how they knew she was a doppler, to which they respond that Geralt told them, assuring Blanka that Geralt means her no harm. Blanka confirms she knows Ciri told her a lot about him.

- Before speaking about Ciri, Geralt can ask Dandelion first how the play went. The outcome depends on whether or not Geralt acquired the puffins and if he flopped his lines or not. If Geralt was more successful, then Irina comments they got lots of coin from the event, otherwise she is more somber about the small coin made. Dandelion will also comment on

Geralt's acting talent and the potential start of a career although Geralt quickly says he's never going on stage ever again
- Geralt can also talk to the group about the play's structure, which varies depending on who he agreed with during the writing process. He also praises Dandelion and Pricilla's chemistry during the performance which causes both of them to become embarrassed

Geralt tells Blanka they ought to speak about Ciri in private which Blanka agrees to. Before they head out, Dandelion also thanks everyone for the fun time and offers for some of them to come back to his place for some wine on the house. Pricilla sheepishly accepts which emboldens Dandelion, it's clear something is developing again between the two. Geralt and Blanka leave

Arriving back at Blanka's house (assumed), Blanka narrates that Ciri had saved her from some trouble before and so they wandered the streets together. Ciri said she was looking for Geralt and Yennefer but was also in a major rush because of some sort of curse, but she refused to speak about it.

Blanka: *Think it was... Vah fail, cadmeal, folyey... Dey deyed ahdahn tenaye... Or somethin' like that, can't quite remember...*

Geralt: *It's Elvish. Va faill, elaine, ceádmil, folie. Deith deireadh addan aép t'enaid. It roughly means... Farewell, beautiful, welcome, mad. The flame ceases dancing in your soul.*

Blanka: *You've heard those words before?*

Geralt: *No, but they remind me of legends... Ones without happy endings.*

It was here that Blanka suggested Ciri go speak to Junior who was very knowledgeable about the city. The duo went there and Ciri tried negotiating with Junior but it went nowhere. After that failed, Ciri tried to seek out Margarita with

Blanka taking the form of Felicia to broker a meeting, but they were discovered and had to flee, leaving Margarita to be imprisoned.

After that mess, Junior contacted Blanka saying he found some info on Geralt and wanted her to come to him, alone. Geralt says that sounds suspicious and Blanka agrees, but she wanted to help Ciri however she could so she obliged. But when she got there, Junior bound her to a chair, stripped her, and started wailing in with a fishing truncheon

Before Junior could do any real damage though, Ciri burst in, beat up and castrated Junior, and fled with her. The attack caused an uproar, Junior had posted a bounty on the duo's heads and they had to flee

Ciri Flashback
Ciri and Blanka run for their lives pursued by Juniors men, hiding from them on one occasion trying to sneak to Heretic's Isle.

They find their path blocked by a barricade setup by Juniors men. They create a distraction by setting a building on fire before rushing past the barricade.

There is little information on what happens next but based on info from later quests it appears Ciri teleports away on reaching the Temple of the Eternal Fire. This accidentally puts out the eternal torch that serves as a religious symbol for the Fire which causes an uproar. Blanka during the commotion escapes into the crowd as the guard from before.

Skellige

q201_pirates - Destination: Skellige

Author: Ferroxius
Characters

- Geralt
- Yennefer
- Mousesack
- Crach
- Cerys
- Arnvald
- Steingrim
- Skelligers
- Jarls

A Terrible Storm
Geralt boards a Nilfgaardian ship bound for Skellige. The Nilfgaardians initially refuse Geralt until he shows them the seal of the Emperor. They set off but during the voyage they are attacked by Skellige pirates in the middle of a storm and Geralt needs to defeat them by cutting the lines connecting the two boats. In spite of Geralt's efforts though the ship runs aground and Geralt is knocked out.

In a cutscene, Geralt is washed up on a shore, still unconscious. A skelliger walks over and examines Geralt, beginning to search him. Before anything happens, Geralt awakens and pushes the Skelliger back who is obviously surprised. Geralt tells the Skelliger , who's name is Steingrim, to back off or he'll kill him but Steingrim says he isn't afeared of dying.

- Geralt can ask who he is and the man introduces himself as Steingrim, asking in turn who's asking. Geralt introduces himself and says he's a witcher, the same one that helped Crach some time back in finding his wife, which Steingrim recognises

- Geralt can ask if the man likes robbing corpses to which the man responds that everything the sea washes up belongs to Skellige

Steingrim asks what Geralt is doing here, given that outlanders aren't usually welcome to Skellige. Geralt says he's due to meet with a woman who's also not from here and is a guest of Crach. Steingrim says he knows of the woman and confirms she is indeed with Crach at Kaer Trolde, if Geralt is indeed a friend he'll pass through unbothered but he ought to pay respect to King Bran before seeing Yennefer, he recently died.

- Geralt can ask how Bran died. Steingrim says that Bran had fought against Nilfgaard hundreds of times but his strength had left him near the end, he could not face another adventure on the seas, yet he also did not wish to die in bed like a woman. So he one day he ordered his servants to take him to a cave nearby. He was so weak they had to strap him to his saddle but he made it. He then took a knife and attacked a bear in the cave. The servants found his body some time later, torn to shreds, a death fitting for a true Skellige warrior
- Geralt can ask who will succeed Bran. Steingrim says he isn't sure yet but there will certainly be many to put themselves forward. In time, bravery and the will of the gods will determine who sits on the throne
- Geralt can ask why Bran's funeral is being held on Ard Skellig given he's not from clan An Craite. Steingrim explains that everyone in the isles wished to be present to bid him farewell and Kaer Trolde is the largest fort in the isles

Once Geralt is satisfied, Steingrim can ask if Geralt knows the way to Kaer Trolde which Geralt can agree or not to, if he doesn't know Steingrim will give him some directions. He bids Geralt farewell

Geralt riding towards Kaer Trolde - E3 2013

The King is Dead

Making his way to Kaer Trolde, Geralt finds and reunites with Yennefer where they proceed to converse before the funeral takes place. Geralt asks what Yennefer has learned but the sorceress says not much, she found a magical anomaly on the island she thinks is connected to Ciri but she hasn't been able to investigate as Mousesack and his druids jealously guard the area

- Geralt can ask if Mousesack is head druid around here and Yennefer confirms he is. He's the most powerful druid and all the jarls respect him

Geralt asks why they won't let her investigate, if anything a sorceress would be highly useful for their own investigations. Yennefer says that its because they strongly dislike sorcerers

- Geralt can say the druid's disliking of sorcerers is not entirely unfounded given that sorcerers tend to look down on them. Yennefer doesn't disagree. She says she hopes therefore that Geralt may have a better time speaking to Mousesack

- Geralt can ask if Yennefer is in conflict with Mousesack, which Yennefer confirms. She says that behind the guise of a man with a wand who believes in the power of fate, lies a cunning manipulator. She adds that Mousesack was a close friend of Bran and that with his death, the power balance's have suddenly shifted. Mousesack will do what he can to restore that balance
- Geralt can ask what this magical anomaly has to do with Ciri. Yennefer explains she was tracing Ciri's magical algorithm and found a match with an anomaly that had occured on Skellige, the site she wants to investigate

Geralt at Kaer Trolde Harbour - April 2013

After discussing, Geralt and Yennefer watch the funeral take place. Crach and Mousesack stand above the crowd with a funeral boat nearby. As they watch, Crach's body is brought to the boat by several warriors and laid to rest. As he is laid down, a woman standing near Mousesack begins to walk towards the boat, Mousesack whispers to her that she doesn't need to do this but she responds that she wants to, she continues and boards the boat cradling the lifeless body of Bran. As the ship is set adrift, some of the folk near Mousesack comment that its

madness and that Birna, Bran's wife, should have gone but Mousesack silences them saying it was her decision. As the boat heads out to sea, Crach lights an arrow and shoots it at the boat, setting it alight. As the boat burns, a horn is sounded signalling the farewell of Bran

Crach steps towards the crowd and proclaims that Bran has set sail on his final voyage to meet with their ancestors. He states that now, they must choose his successor to lead them and that the wake will be held at Kaer Trolde. The gates will stand open to any who wishes to put themselves forth as a claimant, food and drink will be plentiful

After speaking, the crowd begins to disperse. Geralt and Yennefer speak amongst themselves on what to do. Yennefer says the wake will be a good time to speak to Crach about the site. She directs Geralt to Sjustra who's a tailor. Yen want's Geralt to dress appropriately for the wake. She leaves.

The Wake

Prior to going to Kaer Trolde fortress, Geralt can as per Yens instructions see Sjustra about an outfit which he'll provide

Arriving outside Kaer Trolde fortress, Geralt sees Yennefer conversing with a young woman who looks similar to Ciri about her presence at the wake. The young woman displays a strong degree of rebelliousness towards Yennefer and storms off, passing Geralt. Yennefer turns to greet Geralt with her response depending on if Geralt followed her advice or not. She is obviously more pleased if Geralt is wearing the right outfit and annoyed if he chose something else. Geralt asks who that was and Yennefer says it's her protégé Cerys. Geralt comments that Cerys seemed to have upset Yennefer, which she claims is because Cerys defied her. Geralt says it reminds him of how she used to act around Ciri (recounting times from the books) but Yennefer strongly states that Cerys and Ciri are nothing alike. Now is not the time to talk about Cerys, she

states, they must mingle with the guest before they get drunk. The duo head inside.

Along the way to the feast hall, Yennefer will also comment on whether or not Geralt shaved his beard for the event.

Entering the feast hall, Geralt and Yennefer meet with Crach's servant Arnvald. The duo ask where they could find Crach as they wish to speak with him, Arnvald says Crach is currently holding council with Mousesack but he will be done soon. Yennefer says in the meantime she ought to introduce Geralt to some of the important guests.

Through gameplay, Geralt and Yennefer speak to some of the guests about a number of topics including the war with Nilfgaard, Bran, who they think would win, etc. After a number of the guests have been spoken to, Yennefer takes Geralt aside for a moment and suggests that seeing as they've got some time to wait, they could sneak off for some sex. Geralt can agree or refuse this offer. If he refuses then they carry on speaking to the guests. If he agrees he and Yennefer head off. There isn't any data unfortunately on where or how this sequence takes place

Regardless of the chosen path, Crach appears in the hall and greets the guests. He states that those who deem themselves worthy of the crown will step forth and lay their weapon on the table before him. Crach begins by presenting an axe which he claims belongs to his son Hjalmar who couldn't be at the wake, he throws it to the table. After he does so, various contestants come forth and lay their weapons on the table, majority of which are the sons of jarls including Bran's son Svanrige. Just when it seems the contestants are done, Cerys suddenly pushes forward and lays her weapon on the table before walking away again. Crach looks on with surprise while Mousesack looks on with approval. Yennefer is also evidently furious with this decision.

After the contestants are finished, Yennefer tells Geralt to go speak to Crach now while she has a word with Cerys. She leaves and Geralt goes outside to speak with Crach, reuniting with the old jarl. Crach asks what Geralt is doing here and Geralt says he needs the jarls help with a certain matter, he and Yennefer need to examine a magical site on Ard Skellig, they're on the hunt for Ciri but Mousesack and his druids are blocking them. Crach calls Arnvald and tells him to get Mousesack, assuring Geralt he will do what he can to get Mousesack to cooperate. Geralt is thankful but tells Crach that they should keep the fact they're looking for Ciri between them, which Crach agrees to.

Arnvald returns with Mousesack. Crach explains that Geralt and Yennefer want to explore the magical site and asks why the druid doesn't want to let anyone near. Mousesack states its still being investigated and he wanted to be safe and not let anyone close until they determined its cause.

- Geralt can also ask why Mousesack didn't want to work previously with Yennefer specifically, to which Mousesack says its because he knew she wasn't telling him anything, wasn't honest.

Regardless, Crach steps forward however and states that the cataclysm happened on his isle and he has a right to know what happened. Mousesack will let Geralt and Yennefer investigate, which the druid reluctantly agrees to, he leaves. Before Geralt leaves, Crach asks if Geralt has a moment to help him out. He explains that as Geralt probably noticed, his son Hjalmar wasn't present. That’s because he spared no time after Bran's death to prove his worth. He gathered some men and sailed off for the isle of Ard Hugtand that has for some time now been uninhabited on account of an ice giant that ravaged the original settlers. Hjalmar intended to kill the giant and allow the skelligers to return, a deed worthy of a king. Only, he hasn't returned yet and Crach is worried. He asks if Geralt would be willing to investigate and bring Hjalmar back to which Geralt agrees. He leaves to find Yen.

Making his way over, Geralt once again witnesses Yennefer chastising Cerys for her actions with Cerys once again being highly rebellious. After that occurs, Geralt and Yennefer head to a private area where he demands that Yen explain what's going on between her and Cerys, why she seems so angry at her claimant. Yen frustratingly relents and says that Cerys is secretly Emhyr's illegitimate daughter, born out of wedlock with a common townswoman. Emhyr had ordered Yennefer to take Cerys with her in the hopes that it would make her more of a lady, court etiquette and all that. But this is too much, if the Skelligers found out that she was the daughter of their mortal enemy she would be slaughtered and Emhyr would have Yennefer's head

Geralt explains that he spoke with Crach and Mousesack who agreed to let them examine the site of the cataclysm. Yen is grateful and says she'll head over there now, Geralt can join her now or later. Whatever the choice, they leave the castle and the quest ends

Ard Skellig - Pre-E3 2013

q202_giant - The Lord of Undvik

Author: Ferroxius
Character List:

- Geralt
- Hjalmar
- Vigi
- Folan
- The Eighth
- Himili
- Javor
- Trolls

A Way to Undvik
Following on from Crach's advice, Geralt can speak to the navigator Himli, who Hjalmar had spoken to in Kaer Trolde's inn. Speaking with the old man, Geralt says he needs to get to Undvik and wonders if Himli could help. Himili jokes about if Geralt's here because Hjalmar bedded his wife or something, claiming that Hjalmar would plough anything on his mind. Another sailor to Himli's right, named Javor, jokes back that Himli only says that because he's got nobody to share a bed with. Javor tells Geralt he ought to ask him about getting to Undvik, he claims he was originally from there and knows the seas, to which Himli retorts that the last time Javor went out sailing he mistook a siren for a seal and crashed his ship. Himli asks why Geralt needs to see Hjalmar anyway and Geralt says Crach wants him brought back as soon as possible.

- Geralt can ask how to get to Undvik, Himli says he should sail south-west until he reaches a beach, from there walk up the path and he should make it inland
- Geralt can ask how to deal with the sirens, asking if the tales about stuffing your ears with wax was true. Himli roars with laughter at this and says it's all a load of nonsense. What Geralt really needs is a Hornwall Horn. It recreates the sound of a sea creature of the same name that the sirens are

terrified of. Give that a blast and they'll scurry away in a flash. Himli has a horn and he gives it to Geralt seeing as he's working for Crach

- Geralt can inquire about what happened on Undvik. Javor explains that a year and a half ago, a terrible storm broke out over the island and the ice giant appeared, razing the villages on the isle and scattering the villagers, forcing them to flee. He tells Geralt that this giant is no ordinary monster, it was as if he could control the weather with the way the gusts of wind obeyed his command, as did the sirens.

Geralt arrives at the Kaer Trolde Inn - Pre-E3 2013

Geralt speaking to Himli - April 2013

Through gameplay, Geralt must reach Undvik by sailing. If he acquired the hornwall horn he can use it to drive the sirens away, otherwise he must be careful and avoid the sirens, lest they tear his boat apart

On reaching the isle, Geralt follows the path inward and follows tracks left by what he suspects is Hjalmar and his crew, he notes they seem to have been carrying a litter. Something may have gone wrong.

From here on, Geralt is free to explore the island to find clues, survivors, but most importantly Hjalmar.

(Optional) The Eighth

Typically the first thing the player will come across is a massive hulking ship near a closed gate leading out to sea. On approaching, Geralt can hear someone singing a tune inside the ship. If he chooses to investigate, Geralt boards the ship and finds the source, a skelliger named the Eighth, who's asks what Geralt's doing here. Throughout the conversation, the Eighth speaks to a number of skulls on spikes around him as if they were still alive. Its very clear, based on the way he talks, that he's mad

- Geralt can also inquire about the Eighth himself although the Eighth says he doesn't really remember who he was, he thinks he might've been something important but not any more. He serves the giant now.
    - Geralt can also inquire further about why the giant needs the Eighth and the Eighth explains that it's because the giant plans to sail out on this ship come Rahg Nar Roog but the giant isn't a carpenter, hands are too big. So he assigned the Eighth to do it
    - Geralt can also ask how the Eighth has lasted so long here. The Eighth says that the giant brings him scraps of food, grimly stating that it is the remains of the skelligers who died on the isle. Its hinted that this is what drove the Eighth mad
- Geralt can ask if the giant has any weaknesses. The Eighth cryptically says "In proper attire every king is naked. Instead of his weaknesses... find your

own advantages.". Geralt asks what he means by that and the Eighth recounts how his master smith would produce wondrous swords, such weapons would be powerful against the giant. Geralt comments to himself that he should keep an eye out for that

Geralt asks where Hjalmar and his crew went. The Eighth states that they had camped near the ship overnight when they arrived. During the night though he spotted someone running away from the camp carrying Hjalmar's hornwall horn, he also saw someone chasing after the thief though he couldn't tell who it was. In the morning, Hjalmar and his crew set off for the lake but the giant attacked them there. One of the men was taken by the giant while another was taken by the sirens. He doesn't know who, all he heard were the screams

Geralt discovers the ship on horseback - April 2013

Optional: Superweapons

There are no scenes to confirm this but based on the Eighth's comments, Geralt may be able to find a powerful weapon in the forge situated in the mountains on the isle. This may even be the place where Geralt collects the tools for Yoana in

the Master Armourers quest of the final game. It is unknown if this weapon truly existed however, or how strong it was.

Optional: The Local

Either by the players own initiative or following on from the Eighth's comments, Geralt finds tracks of a siren carrying someone and follows them into a cave where he finds a skelliger badly wounded. Geralt asks who the skelliger is and he introduces himself as Vigi, he was a part of Hjalmars crew but got seperated when the giant attacked, stolen away by the sirens

- Geralt can comment on Vigi's broken leg which Vigi says was caused when the siren abruptly dropped him from a height. He could barely stand so he crawled to safety, hoping to wait it out. Geralt comments that warrior fables aren't always as noble as they're made out to be
- Geralt can ask what happened to the crew. Vigi recounts how after they made camp near the big ship, he saw Folan sneak out of the camp but he didn't return in the morning. When he asked Hjalmar about it he just said Folan'll be fine wherever he is (If Geralt found Folan already, he'll mention this to Vigi). Vigi adds that Hjalmar does care about his men, just that he tries to stay headstrong first. They made their way to the lake when suddenly the giant emerged from the lake and a swarm of sirens descended on them. Vigi was grabbed and pulled away from the group but before he lost sight he saw Hjalmar get taken away by the giant. Wherever the giant is, Geralt will find Hjalmar
- Geralt can ask why Vigi joined the crew, to which Vigi says he was originally from Undvik. He joined the crew to get revenge on the giant and take his homeland back
- Geralt can ask for tips on getting to the giant’s lair. Vigi says there's two potential ways. Geralt could either repair the boat at the lake the crew planned to use, and cross to the other side where the giant is, or he could brave the nearby siren den which should connect to the lair. Geralt can agree on one method now or say he'll decide later

- Geralt can also ask for tips on dealing with the giant to which Vigi will say there's a forge at one of the villages called the "Dragon Forge", which he thinks is called that because a dragon sleeps beneath it. Geralt, bemused, asks why he thinks that and Vigi says the waters near the village are hot and thinks it's because of the dragon's breath heating it. He elaborates that the village smith used to temper the blades he forged in the waters, believing the blades were strengthened by it. Vigi says that there may still be weapons there that could help Geralt kill the giant

Once satisfied, Geralt can choose to take Vigi back to Hjalmars camp or leave him there for now. It doesn't seem to matter whether Vigi is left or not, he appears to survive as long as Geralt finds him

Optional: The Friend
Following on from either Vigi or the Eighth, or on his own initiative, Geralt investigates Hjalmar's camp and finds tracks belonging to Folan and a mysterious other person. Following them, Geralt eventually comes across the corpse of a skelliger shot with an arrow. Next to him is Hjalmar's hornwall horn which Geralt can collect if he didn't get the horn from Himili

Geralt spots more tracks leading into a nearby cave, noticing that some seem to belong to trolls. Entering and exploring the cave, Geralt eventually comes across a group of trolls standing over a pot with the voice of someone shouting from inside to let him out

Engaging with the trolls, Geralt says he needs the man in the pot but the trolls don't want to give him up, saying they won him from Myrhyff (The name of the ice giant). Geralt has two choices here

- Attack the trolls and kill them
- Offer to play a game of riddles, if Geralt wins he takes the man, if he loses he jumps in the pot too. The trolls agree and give Geralt the first riddle, if he answers wrong it defaults to the attack option above. If Geralt guessed

correctly then he gives a riddle in response that stumps the trolls. They get angry and say Geralt cheated by giving them too hard a riddle but relent and let Geralt take the man

Exiting the cave with Folan, Geralt has the opportunity to ask some more questions

- Geralt can ask about the expedition. Folan claims that when they approached the island they were attacked by sirens. The ship's navigator however foolishly had stuffed wax into his ears believing the myths about sirens so he didn't hear their warnings and ran the ship across the ground. After fighting off the sirens they went ashore with everyone who had survived but it was a perilous journey. Vigi was wounded so they were slow carrying him on a stretcher, and the sirens were something fierce. Hjalmar would blow the horn and they would leave only to come back immediately, snatching up crew members each time. He blew so hard at one point he caused an avalanche. Eventually though they reached the giant's ship and set up camp. During the night however Folan spotted someone making off with Hjalmars horn and so Folan snuck after him. He eventually cornered the thief who was mumbling about some treasure. Folan tried and executed the thief but his screams drew the trolls who captured Folan, dumped him in a marinade and were ready to cook him before Geralt showed.
- If Geralt spoke to theEighth at the boat then he can ask Folan what he knows. He claims that he had tried talking to the person building the boat when they were in camp but he was completely crazy and didn't say much.
- Geralt can ask about the sirens. Folan claims that they are the daughters of Hrasvelg, a legendary giant who lives at the end of the world. They seem to obey the ice giant.
- Geralt can ask about Folan’s relationship to Hjalmar. Folan recounts how he and Hjalmar have been childhood friends, he saved Hjalmar once from a pack of wolves while Hjalmar saved him from a village raid. They are by and large blood brothers.

- Geralt can ask about the history of the isle, noting the giant sawmill if he found it. Folan recounts how Undvik used to produce the best steel in the archipelago before the giant showed up and ravaged the isle. He notes that both the sawmill and the iron mine on the isle played a big part in this. Folan also notes that most of the people on Hjalmar's crew were previous inhabitants of the isle who wanted to take it back from the giant.

Once satisfied, Geralt and Folan head back to the camp. If Geralt found Vigi earlier he'll tell Folan who'll head off to help his friend.

The Giant's Lair
Geralt needs to cross the frozen lake to reach the giant's lair but the boat at the dock is not seaworthy as it’s missing a shackle for the sail (acquired from Vigi). If the item has been acquired Geralt can sail to the lair.

Alternatively if Geralt saved Vigi he can also pass through the siren’s den mentioned by Vigi which is highly treacherous due to all the sirens.

Regardless, Geralt reaches the Giant's lair and finds the giant sleeping. Geralt approaches but is called to by Hjalmar who is sitting in a cage. Hjalmar demands that Geralt free him and is adamant that Geralt not wake the giant and kill him, stealing Hjalmars thunder. Geralt has two options here:

- Free Hjalmar - This requires carefully sneaking around ice patches to steal a key nearby. If Geralt steps on the ice he'll wake the giant and it will default to if he didn't free Hjalmar. If Geralt gets the key and returns to Hjalmar without awakening the giant he frees Hjalmar, who then promptly marches up to the giant and wakes him, beginning the fight.
- Do not free Hjalmar - Geralt wakes and fights the giant, much to the dismay of Hjalmar.

After defeating the giant, Geralt and Hjalmar talk (Geralt still needs to free Hjalmar if he has not done so yet). If Hjalmar did not participate in the fight then

he is angry with Geralt for stealing his thunder but is grateful anyway for the help, saying the island is freed. If Hjalmar did participate in the fight then he thanks Geralt for the help and proposes that he be included in the inevitable ballads to be written, Geralt can accept or decline.

If Geralt found Vigi and Folan he will mention this to Hjalmar who thanks Geralt for saving them. He then leaves to collect them and leave the island.

Returning to the shore Geralt will find Hjalmar with The Eighth and, if they survived, Folan and Vigi. Hjalmar tells Geralt to take his boat back to Ard Skellig and they will arrive not long after once Vigi and The Eighth repair the ship

Geralt leaves and the quest ends.

Geralt fighting the Ice Giant - Pre-E3 2013

q203_him - Echoes of the Past

Author: Ferroxius
Character List:

- Geralt
- Yennefer
- Mousesack
- Cerys
- Udalryk
- Hjort
- Skelligers

The Cataclysm
Geralt arrives at the site of the cataclysm to find Yen and Mousesack arguing. Mousesack and his druids are conducting research into the site but Yen does not want to be disturbed and wants them to leave (There's also a bit of wizard superiority complex in Yen's lines). On arriving Geralt talks to Mousesack and eventually convinces him to leave Geralt and Yen alone for a bit.

Yen gives Geralt some crystals on stakes and tells him to place them in specific locations. She will use them to channel magic to see into the past and figure out what happened here. Geralt through gameplay goes to the indicated spots and places the crystals in the ground, however each time he does so a group of foglets appear that need to be killed.

- Geralt can also investigate some nearby frozen grass, commenting that it isn't cold enough for them to freeze like this

Once all the crystals have been placed Geralt returns to Yen and informs her that foglets were appearing when he placed the crystals. Yen explains that the crystals disturb the magic in the area which naturally draws the foglets, she says they should prepare for more when she casts the spell. Once ready, Geralt says to begin and Yen starts channeling.

Tracing Ciri

Yen follows a magical trail and sees Ciri emerge from a portal from another world, accompanied by a stranger. Not too long afterwards another portal opens and Wild Hunt soldiers emerge. Suddenly a massive explosion occurs which Yen thinks is likely a powerful curse owing to the damage it caused to the site and the fact that it is spreading. She last sees Ciri and the stranger escaping through another portal, she does not know where it led but knows it is a common portal so they are still in this world.

- This sequence takes place through gameplay. Geralt must occasionally defend Yen from foglets.
- It is also possible that Geralt and Yen find the corpse of a Wild Hunt soldier similar to release. This becomes important later on in Act 3.

Yen tells Geralt that the trail breaks off. Since they know now that the wild hunt was here, she suggests talking to Mousesack about any other sightings. Geralt goes to Mousesack and asks about any sightings. Mousesack though refuses to cooperate until Geralt tells him who they are looking for. Geralt finally says they're looking for Ciri which Mousesack claims he suspected as much. He says that an ashen haired woman was spotted recently in Hindarsfjall in the company of a child called Hvitr.

Concept art potentially depicting Mousesack or a Skelligan druid

Geralt asks who Hvitr is and Mousesack claims he is the "chosen one" of Freya and is guarded jealously by the priestesses on the isle. He is being prepared for the "Smoke Test" which determines which candidate is, in the eyes of the gods, worthy of the throne. It will only happen once all candidates are present, the only ones remaining are Hjalmar and Cerys. If Geralt wants to speed up the test then he should go help both with their problems so they can attend. He tells Geralt that Crach will know where Hjalmar is and Yen will know where Cerys is (If Geralt has helped Hjalmar already he will mention this). He finally warns Geralt that the people of Hindarsfjall are extremely devoted to Freya and he should be mindful of that while he is there. They part.

Geralt returns to Yen and asks where Cerys is. Yen says that she has gone to Spikeroog as part of her "mission" to prove her worth for the throne. Geralt says

he'll go get Cerys (And Hjalmar if he has not done so yet). Yen says she will await him on Hindarsfjall and they part.

Spikeroog

Arriving on Spikeroog, Geralt goes to see the jarl Udalryk. Entering the jarl's house he sees Udalryk speaking with his advisor Hjort about some sort of dream the jarl had. Geralt enters the scene and explains that he's looking for Cerys but Udalryk doesn't seem particularly interested in Geralt's query and walks off. Geralt turns to Hjort and asks if he knows, or if he somehow upset Udalryk to which Hjort says that the jarl hasn't been well of late. Before he can say much more a scream comes from the room Udalryk just went into and Hjort promptly goes to tend to the jarl. Before leaving, Geralt asks him where Cerys is but Hjort says he doesn't know, suggesting Geralt ask around.

Geralt can, as per Hjort's suggestion, speak to the villagers about Cerys who all tend to praise the girl's spirit and talk about her interest in the jarl's history and old family home. Alternatively Geralt can find Cerys on his own by exploring the jarl's old abandoned family home. Regardless of the path, Geralt comments on entering the house that something is terribly wrong here, there's a presence of some sort of creature. Geralt eventually comes across an unconscious Cerys and carries her outside to recover.

When Cerys comes to, she asks what Geralt is doing here. Geralt says he's here to collect her, she's needed at the trial. Cerys refuses, however saying she still needs to help Udalryk. She suddenly exclaims that she doesn't know where the sword is but Geralt orders her not to go anywhere, he carried her out half dead a moment ago. Cerys insists but Geralt demands she explain what this is all about first.

Cerys explains that in the house somewhere is Brokvar, the ancestral sword of clan An Brokvar. Some time ago, Udalryk had a brother called Aki, and as custom has it Udalryk was set to inherit the family sword as he was the elder. However his father broke this tradition by giving it to Aki instead. This was serious enough

of a break that Udalryk openly questioned his father's decision, another sacred law. His father chained Udalryk to a rock for a few days and then as extra punishment ordered Udalryk to sail out to fish with Aki. During this however, a storm broke out and Aki fell overboard and drowned. Udalryk was too busy and didn't hear his brother until it was too late. Geralt asks if Udalryk didn't listen on purpose and Cerys confirms some of the villagers also had that thought but never voiced it aloud.

Concluding her explanation, Cerys thinks that contrary to the popular belief that Udalryk is the gods chosen one, she thinks he's haunted by the ghost of Aki and that to appease the spirit they should give back the sword. Geralt can question this logic, saying that Aki died at sea but haunts the house, Cerys suggests that its maybe because he and Udalryk grew up here.

Geralt can at this point either agree to help Cerys with her plan or refuse, saying he'll head back to the island and expect Cerys to arrive soon. Cerys is upset at this, and this ends the quest early.

Otherwise, Geralt says he'll get the sword while Cerys waits here. Heading back inside, Geralt enters the basement and finds the sword, while seeing more visual oddities. Something is certainly off. Exiting, he and Cerys walk back to Udalryk and explain their findings. Geralt says that the gods Udalryk hears are angry with him because of Aki and that he needs to personally apologise to his ghost. Udalryk looks uncertain but agrees, asking what they need to do.

Geralt says he'll stay with Udalryk until he feels the presence of the gods, at which point he'll present the sword, if all goes well Aki will accept this apology and forgive Udalryk. The jarl agrees and they proceed.

After some time has passed, Udalryk tells Geralt he can feel the presence of the gods. Geralt hands him the sword and Udalryk presents it. Although it seems to work initially, it goes horribly wrong and Udalryk clutches his head and screams

in pain. Cerys shouts at Geralt to calm him down which Geralt must do with axii. If Geralt isn't fast enough Udalryk passes out, otherwise he calms down and goes to sleep.

Geralt and Cerys talk about what happened. Geralt doesn't think anymore that it's Aki's ghost and in actuality he thinks it's a Hym. He explains it's a spectral creature that feeds on regret and pain and eventually cause its victims to mutilate themselves. The signs in the house and the failure to appease the ghost with the sword all add up. Cerys asks how they should deal with it then. Geralt says there's two ways: The witcher's method involves spending a night with the afflicted in the Hym's lair to draw it out and kill it, the other method involves tricking the Hym which forces it to abandon the afflicted to feed on the trickster, when it realises its been tricked it has to leave.

Cerys asks what the difficulties are with each method. Geralt explains for the witcher method that Udalryk might not survive a night in the lair as he's already weak and that would only make the Hym more powerful. For the trick he explains that Hyms are akin to demons and are very hard to trick, its especially difficult because the trickster cannot know they're tricking the monster since they have to feel true remorse.

Cerys feels they should try to trick the Hym. Geralt can either agree with her plan or say he'd rather do it the witcher's way.

Option 1: The Witchers Way
Geralt tells Udalryk that he knows how to defeat the Hym and they need to travel to the old family house at midnight. There he can kill the Hym and free him. Udalryk is nervous but agrees to go.

Once at the house at midnight. Geralt begins the sequence. Udalryk screams in pain as the Hym reveals itself in full force and Geralt has to battle it. He also has

to on occasion cast Axii to prevent Udalryk from fainting. Eventually he defeats the creature and it disappears.

Option 2: The Trick
Geralt and Cerys travel to the old family house to find some way to trick it. After some investigating, Cerys says she has a plan and just needs Geralt to trust her. Geralt can try to ask for details but Cerys says Geralt can't know, he just has to trust her. Geralt can either agree and continue or refuse which ends this path and returns to the witcher's way path.

If Geralt agrees, Cerys tells him to get a fire going in the oven and leaves. Some time later, Cerys bursts into the house carrying Udalryk's child with the jarl and some men entering shortly after. Cerys orders Geralt to throw the child into the oven while Udalryk demands Geralt give the child back. Geralt at this point has the option to either follow Cerys' order and throw the child into the oven, or give the child back. If he gives the child back, this path ends and returns to the witcher's way path.

If Geralt threw the child into the oven then he must fight the jarls men. On doing so, the Hym appears and quickly moves to Geralt. On doing so, Cerys emerges with Hjort carrying the child unharmed. Udalryk quickly rushes to grab his child while Cerys proclaims that the Hym has been tricked and the child is fine. The Hym screams in anger and fades away.

Aftermath
Geralt and Cerys talk to a now free Udalryk who is immensely thankful for their help, believing that Cerys has earned the right to the crown. Cerys thanks Geralt for his help and promises to leave soon for the trial. They part ways and the quest ends.

q204_thralls - A Trial of Blood

Author: Glassfish and Ferroxius
Character List:

- Geralt
- Yennefer
- Hvitr
- Mousesack
- Cerys
- Hjalmar
- Svanrige
- Birna Bran
- Crach
- Lugos
- Blueboy lugos
- Donar
- Holger
- Halbjorn
- Ottryg

Arriving at the Sacrifice Ritual
Geralt arrives at the Ritual site under the great oak on Ard Skellig. He asks when the trial is due to start and if Hvitr has arrived yet. Mousesack says that he has arrived with the sisters a little while ago. Geralt says that he needs to talk to him. Mousesack says that Geralt should not trouble the boy before the trail.

If Geralt has not helped either Hjalmar or Cerys or both then Mousesack says the ceremony cannot begin until everyone is here. Mousesack says that if Geralt is pressed for him he can also hurry the preparations along.

In the meantime, Geralt can talk to the people who have already gathered.

Pre-trial: Cerys
Geralt talks to Cerys, who is waiting near the ceremonial circle for the Trial to start. He asks if she is nervous about the trial. If Geralt helped her with the Udalryk, she says that she is a bit. Though their success in banishing the hym has made her believe that she could well succeed here, too. If Geralt declined to help her then she says she is terrified. The others are stronger, clearly more skilled than her. She doesn't know that she can manage…

Pre-trial: Hjalmar
Geralt talks to Hjalmar, who is waiting near the ceremonial circle for the Trial to start. He asks if he is ready. He says that as a Skelliger he's always ready. Just train those freaky peepers on him and watch him triumph for clan an Craite.

Pre-trial: Crach
Geralt talks to Crach, who is waiting near the ceremonial circle for the Trial to start. He thanks Geralt for saving Hjalmar. He hopes Geralt will see fit to stand at Hjalmar's side once the Trial anoints Hjalmar Bran's worthy successor.

Pre-trial: Lady Bran and Svanrige
Lady Bran provides last admonishments to her son before Trial starts. Geralt overhears conversation on gameplay.

Lady Bran: *Prove yourself worthy of the name you bear.*

Svanrige: *I will do what I can, mother.*

Lady Bran: *You would do well to start by lifting your gaze. Your father never dropped his, not one inch. You must not shame his memory.*

Pre-trail: Donar and Otrygg
Donar gives advice to son before the start of Trial. Geralt overhears in gameplay.

Donar: *Trust in the gods. Let Freya guide ye.*

Otrygg: *Aye, just like you taught me.*

***Donar*:** *Remember, no matter the outcome, you must accept it with humility. Tis the gods who're masters of our fate - not us. Gods know better'n us what's best for the land of our fathers, and for ourselves.*

Pre-trail: Holger
He is crude and lewd about Cerys, not her proponent.

Holger: *Be a cryin' shame for that shapely arse to waste away sittin' on Skellige's throne.*

Pre-trail: Hjort
If Geralt did not help Cerys help Udalryk then Hjort shows up for him. He is serious, doesn't want to say outright that the jarl's gone mad. He says he is hear representing Udalryk.

The Sacrifice Ritual
Mousesack speaks to the claimants. The moment is nigh. They shall soon see on whom the gods bestow their trust. He tells them to think not of victory. Think of Skellige, think of the clans and duty towards them. The gods will anoint the one who will best serve the Isles. Mousesack steps into the center of the circle formed by the onlookers and addresses the gathered claimants, announcing the beginning of the Trial. Lady Bran calls the trial nonsense as it shows nothing and nobody will have a clue who passed the test. Mousesack replies by saying that no one said the outcome would be clear to everyone. Mousesack says they will start once the sun has completely gone down. At this point Geralt presents to Mousesack some resin and some herbs. Lady Bran also at some point trash talks Cerys calling her some ordinary girl. The crowd then awaits the sun to fully set.

Once the sun has fully set Mousesack announces that the test will soon begin. The test basically involves each candidate watering the oak with their blood until they can no longer withstand it. Hvitr is the present at the trial and is the one who regulates the trial determining who has successfully passed it. This trial is only part of the Skellige ruler determination process however. It basically gives the gods a chance to voice their input on who should be ruler. The Jarls will also

get a say in a later determination. Mousesack says the gods will peer into the claimants' hearts. They will see through the false and base, and uplift the wise and brave. Mousesack reminds the Jarls to watch closely and that their time to appoint approaches. But first, the gods must anoint!

Before the trial begins, Hvitr accuses Halbjorn of inhaling Hebane smoke to avoid feeling pain. Halbjorn denies this but Hvitr tells him to go away as he is not worthy of the throne. Hvitr then calls of each candidate to come up and bleed over the tree. When it's Cerys's turn, Hvitr orders her to water the oak with her blood. After Cerys bleeds for a bit Hvitr says that the gods have chosen Cerys. Mousesack announces that it is enough and Cerys is the chosen one. Time for new times, times of peace and prosperity! This will be brought by their chosen one! Yen comments that Emhyr will definitely be surprised by the result. Hjalmar yells that this is not tradition. The one who endures suffering the longest wins! Hvitr says that it is the gods who create traditions, not the traditions of the gods. And they answer their questions as they see fit.

Post-Trial: Yen and Mousesack Chat
Mousesack says he didn't expect Yen to attend the Trial. He thought sorceresses didn't believe in such "superstitions". Yen says superstitions have a strength even greater than that of legends. And only a fool would ignore those.

Post-Trial
The initial part of the ceremony has just finished. Hvitr approaches Geralt, who is standing in the circle of onlookers, observing the trial. Geralt greets him and asks if they know each other? Hvitr says Geralt doesn't know him, but he knows Geralt. Freya braided their paths together long before either of them came into this world. He says that Mousesack has told him of their mission. Geralt asks the boy if he knows that he's looking for someone and if he can help. Hvitr says that he can. He saw the woman Geralt seeks. She landed on Hindarsfjall the day when- Mousesack interrupts and asks if it was the day decided to venture out alone and grab a breath of fresh air. Hvitr admits that he escaped the priestesses. It was early morning. He and sisters went to Lofoten to pray for the graves of the fallen. As they tidied the tombstones, he slipped away. Hvitr continues the story.

He says Ciri was injured. He doubted that she could walk. But then he looked into her eyes. He saw strength, great strength. He knew this strength would lift her.

Geralt says that Ciri is extraordinary. That look in her eyes… he's seen it too. He'd do anything for her then, make any sacrifice. Hvitr says that Geralt has not seen Ciri for a long time. And she's important… He suggests that she is Geralt's daughter. Geralt is shocked that Hvitr just knew this. Mousesack tells Geralt to not look at him since he never told Hvitr that Ciri was Geralt's daughter. Yen says that Ciri is indeed their daughter and it is very important that they find her.

Geralt can also ask who the man Ciri was with was. Hvitr says he was tall, with a voice at once beautiful and terrifying. He wore a fox mask that hid his face. Mousesack says that perhaps it was the mage Hvitr saw in the mangled forest. Hvitr says that the man ran towards the sea.

Geralt asks if Hvitr will show them the place he mentioned. Hvitr says he will show them. But whether Geralt shall see it is as uncertain as the aura's whimsy before the Feast of Birke. Brace yourself, White Wolf. A storm is coming.

Hvitr says he and Mousesack will await you near Birch Bay, on Hindarsfjall. Geralt and Yen should join him when they are ready. Hvitr and Mousesack head to Birch Bay.

Yen says that they've found themselves a guide. Geralt can say Mousesack claims he's trustworthy. Either way it's a lead they can't afford to ignore. Alternatively, Geralt can say he does seem wise beyond his years. And trustworthy. Yen says they must follow the lead regardless. Yen says it's a shame the priestesses keep him leashed, isolated. And their efforts to turn him into a mystic… It's no wonder he flees them. Geralt says he needs to lead them to Ciri, that's what's important. Understanding what he says can wait. Yen still seems puzzled. Geralt asks what's on her mind. Yen is intrigued that Hvitr knows what Ciri looks like, what she likes, who she might be close with… She hopes his story's not some fib thought up to avoid getting punished for fleeing the sisters. She pities the boy. There's

wisdom about him. Might've made something of it elsewhere. As it stands he'll live wrapped in the cotton wool of religion.

Yen and Geralt Talk About Ciri

Yen says that looking at the boy, she couldn't help but wonder what kind of woman Ciri has become. Geralt says they don't need to worry about her. She is a witcher. Yen remarks that Emhyr will be looking for Ciri to take the throne.

Geralt can say that the emperor's looking for Ciri - doesn't mean he'll get her. Yen says no. First and foremost Ciri is heir to the throne. That is her birthright. Geralt says if someone had said six months ago... that she'd return to become empress... he'd have laughed in their face. Yen says she would have too. Yet now, after all her talks with the emperor... she knows for sure what won't do her any good: chasing monsters with a sword.

Geralt can also say this is something for Ciri to decide for herself. They don't know she wants that. She should decide for herself. Yen says that naturally, it shall be her choice. Their duty will be to help her choose wisely.

Geralt can still be skeptical and asks if dropping Ciri into a tangle of politics is really in her best interest. If Geralt wanted to give Ciri autonomy in the choice, then he says that he hopes whatever her choice is in her best interest. Yen says she wonders about her in Nilfgaard. It shan't be easy. The aristocracy, the merchant cartels - they'll need time to accept some errant waif as empress.

Geralt can also say Ciri can deal with more than just monsters, and as a witcher it will be easier for her to disappear if the situation requires it. Yen responds saying Ciri's talents, and the Elder Blood in her veins, mean there will always be someone out to get her. Geralt says thick walls can't protect Ciri from court schemers. And he just refuses to force the imperial crown on her head. Yen says they both want her by their side - that's clear. But they must forget about themselves, think of her future. They must ensure she is protected - as well as she can be. And there's no one in the world better protected than the emperor of Nilfgaard. She asks if this calms down Geralt.

Geralt can agree with Yen and she says she is glad that Geralt agrees. The conversation then branches to the next section.

Geralt can also say this doesn't calm him down. He has no intention of making Ciri happy by force with the imperial crown. Yen says nobody is asking Geralt to do this. Geralt says that's good. Because he will never limit her freedom. Yen asks if Geralt is done. Because she is. She is angry at this point. The conversation then branches to the next section.

Yen Pleased
This section only occurs if Geralt agreed with Yen about Ciri or disagreed with her but made the "correct" choices earlier in the game.

If Geralt agreed with Yen and made the right choice then Yen says, "And on more than just this - we're of one mind quite often these days...". During Bran's wake Geralt looked presentable... to please her. She appreciates the effort. She knows how Geralt despises wearing tight-fitted doublets. During the feast at Kaer Trolde., she sensed that Geralt cared about her. She tells Geralt that she cares about him. Even Madman Lugos couldn't ruin it. She felt he was there for him. And that kaleidoscope of colors - awkward, but charmingly so. Like a lost boy at his first fancy dress ball.

If Geralt disagreed with Yen but made the right choices then Yen says ,"Well, we disagree on this, but I sense I might just convince you yet, given we seem to be getting along lately..." She then goes into the same points about Crach's feast.

At this point Yen says she is heading to Birch Bay and asks if Geralt is coming with or will join her later. Geralt can choose to stay if he wants to continue to talk to the people gathered in the area.

Yen Angered
This continuation of the conversation only occurs if Geralt has angered Yen. This only occurs if he refuses to give in to her wishes in any capacity if the earlier part of the conversation. There may also be choices from earlier in the game factored into this.

If Geralt agrees with Yen but made the wrong choices earlier in the game then she says, *"Shame it's only on this matter..."* Geralt asks what she means. Yen says she is talking about Crach's party. She asked him to put on a doublet and not drink. And Geralt couldn't say no, and, as always, drank himself into a stupor. He couldn't even be bothered to put on some decent clothes. Not to mention that he just sat there and let Holger impugn her honor!

If Geralt agreed with Yen but made the wrong choices earlier in the game then she says, *"Will we ever agree on anything again? I wonder. Seems we're at odds at every step lately. Because lately we've been missing each other at every turn."* Geralt asks what she means. Yen says she is talking about Crach's party. She asked him to wear a doublet and not get drunk. And what did he do?

Geralt will need to respond to this.

- Geralt can say that he is sorry. They have their differences, but they're both here to find Ciri. Yennefer sighs and says that Geralt is right. The path then returns to the Yen pleased branch.

- Geralt can say that Yen is manipulative and it's getting pretty hard to bear. Yen says that she does not manipulate. She takes care of those who are dear to her. That's why she wished Geralt to make a good impression at the feast. That's why she worked to convince the emperor to cede the throne to Ciri. Because she cares. For Geralt and Ciri both! Is that so hard to comprehend?
    - Geralt can respond by saying that he cares about her, too. But what he wears, if he drinks or how much - those things don't matter. She's chosen Ciri's fate. Did she ever think to ask her? She wants to decide what he wears, what the drinks, what words he should find insulting.
    - Geralt can say that he understands Yen means well and apologizes. They have their differences, but they're both here to find Ciri. Yennefer sighs and says that Geralt is right. The path then returns to the Yen pleased branch.

- Geralt can say that he's had enough. He'll find Ciri on his own. They should split up - for a time. Look for Ciri separately. He thinks that'd be better. Yen says that Geralt has finally said something reasonable: *Finally, something reasonable. Really outdone yourself this time. I'm done with this conversation.*
- Geralt can say that it is wonderful, this plan of hers: Ciri on the throne, no matter what she thinks about it, and Yen as her advisor, he bets. Thing is, he doesn't see himself anywhere there. Shame. He accuses Yen of only ever looking out for herself. Yen accuses Geralt of calling her an egoist. And who roamed the world playing Foltest's avenger while Yen sought to find Ciri? Who searched for the "witchers' secrets" in the boudoir, kitchen or vegetable garden of every slut who crossed his path?
    - Geralt can tell Yen to listen but she is far too angry now and tells Geralt to listen to her. She doesn't actually give a damn who Geralt slept with or what he wore to the feast! But she can't bear that he forgot about her. Because she never forgot about him. Not after she left the Hunt, not when the emperor's mages probed her mind. She forgot everything, her own name, but she remembered Geralt.
        - Geralt says that maybe he preferred to forget. Maybe he didn't want to remember her. Maybe it was instinctual - he had to forget you to survive. Face it: when they talk about themselves, they can't agree on anything. If they go on like this much longer, they'll kill each other before they find Ciri. Yen says that Geralt is right. Geralt says he's no saint, never has been. And it's never bothered Yen before. The isle, Avalon, changed everything. At least it did for him. Yen says it did for her and apologizes for disappointing Geralt. This path goes to them splitting up for the search.
        - Go to option 2 of the parent branch.

- Geralt says that he's deeply sorry. Yen says that she is too. She tells Geralt to listen. She thinks it'd be best to part for a while. Each will look for Ciri on their own. They'll meet again, once they've had some time to reflect, calm themselves. Geralt asks if there is any chance Yen will change your mind? Yen says no and they part.

Post-Trial Chats

If Geralt sticks around post trial then he can chat with people.

Post-Trial: Otrygg

Geralt talks to claimants, jarls after Trial, still standing around Trial grounds. Cerys won, to everyone's surprise. Geralt asks if Otrygg is Donar's son. Otrygg says he is his grandson. Granddad's held up well. He hopes he's passed that fortitude on to him. Geralt notes he's not upset about losing. Otrygg says the gods decided. Us men must respect that. Geralt is surprised Donar is not mad Otrygg lost. Otrygg says here on Hindarsfjall the will of the gods far outweighs any human ambition. Geralt can push him to be honest: think the gods chose well? Otrygg says although some may think that this petite foreigner is too weak, he believes she will be a good queen. It's the sole kind of humility they respect. Granddad taught him that. Geralt tells him to enjoy the feast.

Post-Trial: Crach
Crach is mad and doesn't want to talk.

Post-Trial: Hjalmar and Svanrige
Svanrige, a proud young man favored by his mother, is disappointed with his defeat. He believes what his mother tells him - that he is destined for the throne.

Hjalmar: *Best back out now, lad, and spare your dead pa the shame.*

Svanrige: *He's the reason I'm here. My mum says he'd be proud of me!*

Hjalmar: *Ah, ya, your darling mum... Probably don't even take a wee without asking her first.*

Post-Trial: Lady Bran
Lady Bran is mad and doesn't want to talk.

Post-Trial: Lady Bran and Crach
Geralt overhears Crach and Lady Bran talk after Trial, still standing around Trial grounds. Cerys won, to everyone's surprise. Bran and Crach are chatting with each other. Embarrassed, they talk about trivial things or comment on the result of the ritual. In the conversation, you can sense that they don't know what to talk about, yet they know each other. Perhaps they are trying to hide something.

Lady Bran: *I'd never have dreamt a woman could win.*

Crach: *Twas a good day for the Trial...I've known strong women... Yet, I'd rather have seen my son win.*

Lady Bran: *As would I*

Post-Trial: Udalryk
Geralt talks to Udalryk after the Trial, still standing around Trial grounds. If Geralt did not help Udalryk in **q203_him**, Udalryk has become paranoid and incoherent, on the verge of insanity. Hjort tells the witcher Udalryk is not feeling well and that he should go away. Hjort takes Udalryk by the arm and they leave.

If Geralt helped Udalryk in **q203_him**, Udalryk now champions Cerys for the Skellige throne. Geralt and Udalryk have a great conversation about Cerys and how great she will be for Skellige. Geralt can ask for Udalryk's support for Cerys.

Post-Trial: Lugos and Holger
Lugos teases Holger that his son didn't win, won't become king and will probably never leave them in poverty. Proud Holger says casually that Blueboy Lugos also failed to show. Lugos replies that at least their ancestor was not eaten by whales.

Geralt asks about the whales. Lugos speaks before Holger, who comes from an unlucky ancestor eaten by whales. He says that the founder of the clan on Faroe, Broddra, was eaten by a whale, and they are still looking for his remains

Geralt asks about the ancestor. Now Holger is the first to speak, saying that their ancestor was the only one who didn't know what talent his father had given him. He would go into every fight to discover it, until his father hid it even deeper as a punishment. Modolf died without ever discovering his gift.

Post-Trial: Lugos
Geralt asks if Lugos is happy with the result. He is not. Nilfgaard bays at their gates, and here some wench wins the Trial? And a foreign wench at that! Consider this, witcher: a country out a king's like a longship without a rudder. But a wench at the tiller - that's plain askin' for misfortune. Geralt can just tell him to enjoy the feast or ask him to support Cerys.

Post-Trial: Lugos and Donar
Donar tries to convince Lugos that Cerys is the rightful winner chosen by the gods.

Post-Trial: Cerys
Geralt talks to Cerys after the Trial, still standing around Trial grounds. Cerys was declared winner when her rod suddenly bloomed, surprising everyone, including herself.

She stands on the sidelines and no one talks to her. This shows how much the islanders are trying to isolate her, and they also feel aversion to her because a strange girl won. The Witcher talks to Cerys about winning.

Geralt asks if she is happy winning. Cerys says she is not and doubts that many others are. Geralt says they're a tough people, rooted and deeply traditional. She beat their sons - some'll have a hard time coming to terms with that. Cerys says she still has the assembly of jarls and the vote before her. Do Geralt think they will ever accept her?

Geralt can be supportive and say he thinks she did great today and their gods have already accepted her. Gotta let them chew it over, digest it.

Geralt can not be supportive and say she's a foreigner, unknown to all here. And she made fools of their sons…Sooner or later she'll have to admit who she is. And when she does, these people aren't likely to accept her.

She says that until then, before the jarls' assembly and the vote, she shall fight for their respect. In any event, she'd rather die trying than withdraw without a struggle. Too long she's lived in others' shadows.

Geralt can then say that it might take some time, but he thinks she's chosen the right path. Cerys says she feels like she wanders blindly and without aim. She didn't understand that ritual, and she feels like she needs to be deliberate. She's not one to shut her eyes and hope things will work out. Geralt says she did well today and the gods already accept her. Cerys says yet it's not the gods who will choose in the end. She must win the people's hearts.

Geralt can also discourage her some more and say that she will never be Skelliger and that she is better off being the Shadows.

Post-Trial: Holger and Halbjorn
Geralt overhears Holger talking to his son Halbjorn after the Trial, still standing around Trial grounds. Halbjorn was disqualified for cheating. Holger scolds his son saying that only fools get caught. What got in his head. Halbjorn says he only sought to bring his father glory. Holger says that he only brought defeat and shame. Only a man without honor stoops to trickery!

Post-Trial: Oneliners
All the claimants and people have unique oneliners for Geralt to hear.

Post-Trial: Svanrige, Ottryg, Lugos Chat then Cerys Talk
Lugos, Ottryg and Svanrige are standing after the ritual not far from the lonely Cerys. They talk among themselves, but sometimes one of them clearly expresses his opinion about the ritual, wanting the girl to hear. Otrygg looks tired, young

Lugos is disgusted or resigned, ambitious and obedient to his mother Svanrige is jealous. The young man does not know how to lose with dignity.

Otrygg approaches Cerys after her victory in the Trial. They are still standing around the trial grounds. He congratulates Cerys and says it's an honor to be chosen by Freya. Cerys thanks him but says the vote will decide if she is to be queen. Otrygg says she'll prove worthy - take his word. The goddess only ever asks us to bear what we're able.

q205_frozen_coast - Missing Persons

Authors: Glasshfish and Ferroxius
Character List:

- Geralt
- Yennefer
- Ciri (Flashback)
- Mysterious Elf
- Hvitr
- Mousesack
- Astrid
- Astrid's Father
- Ynge
- Skelligers
- Wild Hunt Soldiers

Birch Bay
Arriving at Birch Bay, Geralt sees Yennefer and Mousesack arguing about Cerys. Mousesack thinks she would make a talented ruler while Yen thinks she's young and naive, easily manipulated (She says this in such a way as to insinuate Mousesack is doing some manipulating). Entering the conversation, Geralt inquires about what they're arguing about but both say it's not important.

Sailing - Pre-E3 2013

Optional: Yen's Resolution

If Geralt had argued and not made up with Yen in **q204_thralls** then he says he's surprised to see her here. Yen acknowledges it and pulls Geralt aside for a moment away from Mousesack and Hvitr.

Geralt: *All right. Talk.*

Yennefer: *Listen… I know we agreed to give one other a wide berth. But I care for Ciri as much as you do. We both have the same leads and are following them. Like it or not, we stand to see each other - a lot.*

Yennefer: *So I propose a truce. When the need arises - for instance, as it has now - we will work together. Ultimately our chances of finding Ciri are greater if we do.*

Geralt cannot refuse Yennefer's proposal and can only adjust his response:

- Geralt can say he thinks it's what Ciri would want. Yen says she hopes it would also be what he wants for old times sake
- Geralt can agree and appreciate Yen's efforts to make amends, saying he knows that doesn't come easily. Yen agrees.
- Geralt can agree and apologise for the things he said earlier. Yen in turn also apologises.

After ironing out their differences, they return to Mousesack and Hvitr. Hvitr tells Geralt and Yen about his encounter with Ciri. He says he was near a cliff when he heard a terrible noise and saw a woman fall out of the sky. He rushed down the cliff to help her but by the time he arrived someone else was helping her: A strange man wearing a mask. She seemed hurt but alive, Freya must have been watching over her

- Geralt can doubt Freya's protection but Hvitr asserts that the goddess watches over everyone in equal measure

Geralt asks where Hvitr took Ciri to which the boy says Lofoten, although he fears they will learn little there. Geralt asks why and Hvitr says the village was completely destroyed not long after he left Ciri there. Men, women, children, all dead. Geralt asks who did it but the boy doesn't know. During the night of the raid he felt a terrible feeling that something was about to happen and begged the priestesses to ring the bells to alert the villagers. Yet they ignored him, claiming he had a bad dream. Geralt can comment that's strange given the boy's status but Hvitr says he is also a child and is easy to dismiss.

Mousesack states that this is where he leaves Hvitr in Geralt and Yen's hands, he's due to attend some other political matters to do with the crown. He asserts that the duo is to watch him carefully like he's royal treasure and to return him to the temple as soon as they're done. He exits.

The Destroyed Village

Arriving at the village of Lofoten, the group sees that it's been devastated just as Hvitr described. Hvitr points out one of the huts as the one that he brought Ciri to.

In the village, Geralt has a few things he can examine before continuing. The first is some reliefs that Geralt calls Hvitr over to explain:

- A woman in a blooming garden… Feeding three birds from her hand… - Hvitr explains that the birds symbolize the North, Nilfgaard and Skellige and that the goddess feeds them all. Geralt queries if the birds should be picking at each other like in real life but Hvitr says that this depicts the past, when the nations were at peace.
- A woman cutting three ears of grain - Hvitr says it represents a time of harvest and goodwill. After it comes war, death and the end of the world: Ragh nar Rog. Geralt ponders how wasteful it seems for war to immediately come after war. Hvitr responds that Freya will strengthen us so that we may fight and die like heroes.

- Woman on a cliff… A white ship in the distance… - Hvitr says it represents the time of Ragh nar Rog. The goddess fights giants, but she will lose… and have to leave.
- A woman and the snake that bites her… Two tears streaming down her face. - Hvitr explains it represents a tale about Freya scattering seeds across the world when she was suddenly bitten by a snake, in the fight a hole was torn in the sack and Freya wept for this loss of life

Geralt can speak to Yen about the reliefs after speaking with Hvitr, she will give different less superstitious answers to what they depict.

Yen spots smoke emanating from a chimney in the village, suggesting someone survived. The group goes to the source and comes across a fisherman hunched over the body of a young woman. When Geralt approaches, the man sharply tells him to leave him be and will refuse to speak to Geralt until he brings Hvitr who the man recognises. The man explains that the young woman is his daughter Astrid, she was in the village when it was attacked and survived but was wounded, she's in a coma now and won't wake.

Yennefer says that she could revive Astrid with a spell but would need some special herbs to achieve this. The fisherman claims that the nearby garden may have what Yen needs but warns that the place has been infested with basilisks for some time now.

If Geralt cleared the garden before the quest he'll mention it's safe now, otherwise he has to head out to clear the garden before proceeding. Once the monsters are dealt with the group migrates Astrid into the garden and make their way to the central tree that the fisherman claims is sacred to the goddess. Yen on the other hand claims otherwise, saying she is certain it is the legendary tree Gaelnos. Geralt can ask what that's supposed to be and Yen explains that it's an ancient tree planted by the first elves, apparently imbued with powerful magic.

At a Crossroads

Hvitr claims that to heal Astrid they will need to give her the fruit of the tree as it is what allows the goddess to speak to them. Yen says she doesn't know about the fruit but knows the roots of Gaelnos can heal any ailment. The fisherman is frustrated at the lack of action and asks Geralt to speak to the two and decide what to do before Astrid dies.

- Speaking to Hvitr, Geralt asks how they should heal Astrid. Hvitr repeats that they should give her the fruit of the tree, it can be found underground.
    - Geralt can ask why Hvitr won't go himself, to which the boy admits he's afraid of the monsters in the cave
    - Geralt can ask what the possible side effects could be. Hvitr says he doesn't know what will happen, he claims that balance must be preserved in nature. Something will be taken in exchange for reviving Astrid. He reiterates that they must trust in Freya's wisdom and accept her decision with humility.
- Speaking to Yen, Geralt asks how they should heal Astrid. Yen repeats that they should give her a small dose of Gaelnos root. Geralt says he feels there's more to this and Yen agrees, explaining that Gaelnos root is supposedly highly toxic to the nervous system. Geralt also needs to brew a neutralising poison from swallow mixed with wild myrtle petals found in the garden. Yen adds that the plant grows in different parts of the garden and that the wetter the soil the plant grows in, the better its effect will be.

Geralt at this point must decide on who's plan to follow: Hvitr and his faith, or Yen and her science.

Path A: Yen

Geralt announces he'll go with Yen's plan and heads down into the caverns to gather some Gaelnos root, fighting more basilisks along the way. Once gathered, Geralt also needs to gather some of the wild myrtle petals by examining where

the soil is wettest. If Geralt acquires the wrong plant it can disastrously affect the fate of Astrid.

Returning to Yen with the plants, Geralt prepares the potion. If Geralt collected multiple plants then he will account for this and the player will have to choose the correct one based on the colour of the petals. Once chosen, Geralt prepares the potion which Yen administers with the root.

Astrid awakens and her tone during dialogue will depend on if Geralt chose the right plant with her being more emotionless if Geralt chose wrong. Astrid asks what happened and the group explains that Lofoten was attacked (Astrid if the right potion was chosen gets extremely upset at the understanding that her whole family died). Geralt and Yen ask the girl about Ciri and she recounts the event…

Path B: Hvitr

Geralt announces he'll go with Hvitr's plan and heads down into the cavern to gather the fruit, fighting more basilisks along the way. Once gathered, he returns to Hvitr who gives the fruit to Astrid. She awakens. Astrid asks what happened and the group explains that Lofoten was attacked. Astrid gets extremely upset at the understanding that her whole family died. Geralt and Yen ask the girl about Ciri and she recounts the event…

Ciri Flashback

Astrid recounts how when Ciri was brought to the village she looked as blue as a corpse, and had fresh scars adorning her body. They wrapped her in furs and nursed her back to health for a few days, all the while her mysterious masked companion watched unfalteringly.

Ciri eventually awakens and is greeted by Astrid whom she recognises from the time she spent on Hindersfjall (a reference to the books). Astrid doesn't initially

recognise her but quickly warms once Ciri recounts the time she went ice skating and beat Hjalmar.

Ciri asks where her companion went and Astrid says he went out for a spell, inquiring about where he's from. Ciri affirms he's from a very far off land. Astrid asks about how Ciri got here to which she says its a long story, Astrid says she can tell it while they go see her mum Ynge. Ciri and Astrid exit.

On the way, Ciri queries on where her companion went to which Astrid says he mentioned wanting to get a boat. Meeting Ynge, who recognises Ciri, there's a heartfelt reunion but it sadly doesn't last long. Astrid hears a strange sound in the distance and thinks its a storm, but Ciri knows different and orders them to stand behind her.

Assumedly in gameplay, the wild hunt appears and Ciri must fight off a number of foes. On doing so, Ciri's companion appears and urges Ciri to flee as they cannot hope to defeat the hunt. Ciri can either express defeatism in the Wild Hunt's pursuit, or state that she won't leave the village to be butchered. The companion insists however, Astrid interjects and asks if she could assist with providing them passage to which the companion agrees.

The Naglfar's approach

Ciri, her companion, and Astrid rush away from the village towards drowned dead rock, pursued by the wild hunt. Reaching the bay, Ciri says her goodbyes to Astrid and sails away with her companion. Astrid recounts how not long after they had left the bay got cold, froze over, so cold she fell unconscious. Later she awoke to see a hideous creature wandering about the boat Ciri and her companion had left on. It was utterly hideous, with Astrid describing it as a half rotten corpse eaten by eels. That's all she remembers.

After Astrid recounts her tale, Geralt and Yen can ask a bit further before the consequences of Geralt's actions appear:

- Geralt can ask more about Ciri's companion but Astrid says she doesn't know much about him. He wore a mask and was very secretive all around, but he spoke with a voice that sounded both old and young. She found him very peculiar.

Outcome A: Astrid Lives

If Geralt went with Yen's plan and picked the right plant then Astrid is fully healed. Astrid is grateful to the group for saving her life but is evidently upset over the loss of her family. She and her father leave to recuperate. Geralt can find and talk to her later on to express his thanks for helping Ciri.

Outcome B: Astrid Dies

If Geralt went with Yen's plan and picked the wrong plant then Astrid suddenly starts dying. Yen tries to cast spells but it is no use. Hvitr says a prayer while Astrid's father cradles his dying daughter, who weakly calls out for help before dying. Meanwhile, Yen angrily whispers to Geralt about picking wrong

Putting Astrid down, her father angrily shouts at the pair for killing his daughter and leaves with her corpse. Geralt can find the fisherman later but he is pretty much permanently angry with Geralt.

Outcome C: Astrid is Blind

If Geralt went with Hvitr's plan then Astrid suddenly panics saying she cannot see. The fisherman exclaims her eyes are clouding over and Yen tries casting some spells, saying this is probably the result of the fruit attacking the nervous system. Hvitr, as he explained earlier, is content with this in his belief. Yen's spells do nothing and Astrid is blinded permanently. She is obviously upset over this but ultimately still grateful to the group for saving her. Her father is upset to which Yen says she'll give him some herbs to calm his nerves. Astrid and her father leave and Geralt can speak to them later.

Conclusion

Summarising, Yen and Geralt think this ugly creature must be the key to finding Ciri but don't know where to find it. If Geralt had encountered Uma in Velen however he will mention seeing the creature there, to which Yen states that he must immediately go and collect the creature. Geralt asks where he should bring it and Yen says they should first go to Vizima and show their findings to Emhyr. Geralt sternly says that Ciri is their concern and not Emhyr's but Yen says that they made an agreement with the emperor to find Ciri, they should uphold that. Before leaving, she tells Geralt to bring Uma to Kaer Morhen, they'll need all the expertise on monsters from the witchers. She has some business to take care of first on Skellige (Likely related to Cerys).

- If Geralt has not exhausted Velen yet then he and Yen don't know what to do just yet and presume that they'll keep exploring leads until they find a trace for this creature.

After summarising, Hvitr tells the duo that he wants to be let go, to escape. Geralt asks why and depending on the fate of Astrid, Hvitr either says he wants to explore the world and help people rather than be the prize of the priestesses, or that he wants to make sure that nobody will suffer like Astrid's father (If she died). Geralt has a choice here to let Hvitr escape or keep him. If he chooses to let the boy go then Hvitr thanks Geralt and wishes him luck in finding Ciri, he leaves. Otherwise, Geralt tells Hvitr he promised Mousesack he'd look after him

and will uphold that. They go to the temple on Hindarsfjall and give Hvitr to the priestesses.

Kaer Morhen

q401_konsylium - The Ugliest Being

Author: Ferroxius
Character List:

- Geralt
- Yennefer
- Vesemir
- Eskel
- Lambert
- Uma
- Emhyr
- Voorhis
- Bloody Baron
- Baron’s Henchmen
- Nilfgaardians

The Ugly Baby
Depending on the order in which Geralt completes the main quests, he either figures out in Skellige that Uma is essential to finding Ciri, or recognises Uma while in Velen as the one from Astrid’s tale.

Geralt speaks to the Baron and tells him he plans to take Uma away with him since the creature will help him find Ciri. The Baron understands and says Uma will be at the stables, although he mentions the boys won’t be too happy since Uma was a good source of fun for them. Geralt tells him they’ll get used to his loss and leaves to collect Uma.

Arriving to collect Uma, Geralt sees some of the Baron's men bullying the creature before he’s taken away to the stables by the stablemaster. Approaching, the stablemaster informs the witcher that everythings ready to go:

Stablemaster: *Everything's ready. Takin' our Prune from us, are you, witcher?*

Geralt: *Sorry to see your entertainment go?*

Stablemaster: *We didn't all pelt him with acorns after forcing liquor down his throat and making him dance. I quite liked to have him in the stable - animals were calm with him around, and once he even caught a rat that got into the oat store…*

Geralt: *Oh, so you'll miss him - about as much as you'd miss a cat that decided to wander off one night.*

Stablemaster: *Much more than that. Never knew a cat that could juggle horse shit and pop it in his mouth - hahahah.*

Geralt has the choice to punch the stablemaster or tell him to piss off. Regardless, he picks up Uma and rides out.

Reporting to the Emperor
Making his way along the road, Geralt is approached by an armed convoy of Nilfgaardians that demand Geralt come with them, the emperor has summoned him. Geralt protests a bit but ultimately agrees and rides off with the convoy

Entering the throne room in Vizima, Geralt overhears Emhyr conversing with Voorhis about the empire's plans for Novigrad. Emhyr wishes to make strategic attacks immediately while Voorhis suggests negotiation instead, claiming there could be many locals who's talents would be very useful to the empire and would surely die in the battle. Emhyr is obviously not convinced and questions what locals would be of worth: Those candle worshipers, the big four, even an army of whores? (A small reference to Corinne and her secret).

Geralt enters the conversation with Uma. Emhyr dismisses Voorhis who walks away, smiling politely at Geralt. The witcher follows him with his gaze. Emhyr slowly walks to the throne, sitting on it casually, as if he had always been used to it. Geralt stands, and next to him Uma is shuffling his feet in place. Emhyr looks at Uma with disgust.

Emhyr wonders why Geralt didn't report to him sooner:

- Geralt can say he expected Emhyr's spy network to be giving the emperor the reports. Emhyr sharply states that he chose Geralt precisely so that he wouldn't have to send his spies out.

Geralt says he was busy searching for Ciri. Emhyr says he's aware of the witcher's efforts and says he appreciates it. Geralt firmly states that he doesn't really care whether or not the emperor appreciates it to which Emhyr sharply says that he'll pretend he didn't hear that, only because he wishes to know what this creature Geralt has brought in is. He points to Uma, curled up in a corner drooling.

At this point, Yennefer enters and apologises for being late. The previous tension in the scene dissipates. Emhyr states that he hopes Yen will be more productive than Geralt to which Yen states that Geralt will fight twice as hard to find Ciri. They'll find her and then (With a look from Geralt) they'll keep her safe.

Emhyr reiterates his question, noting the creature seems incapable of producing a single coherent word. Geralt and Yen recount their findings: Ciri and the sage's appearance on Skellige, Ciri's fleeing into Velen and then to Novigrad to find a cure for a curse, her return to Skellige and fleeing from the Wild Hunt.

Geralt surmises that this Uma is the cursed creature Ciri tried to find a cure for, and that whoever hides inside it is the key to finding Ciri. Emhyr asks how they plan to lift this curse and Yen says they'll take Uma to Kaer Morhen as witcher's are experts at curses.

Emhyr is pleased with the report and dismisses Geralt. Geralt can ask if Yen will be joining him on his journey to Kaer Morhen but Emhyr says he has a few questions to ask Yennefer in private, she will join him later. After leaving the audience chamber, Geralt can overhear Emhyr and Yen conversing about Skellige and Cerys.

Before leaving, Geralt is approached by Voorhis who is curious to know about what Geralt was doing with the emperor, this is the second time now he's had a private meeting. Geralt can either dismiss Voorhis' prodding and skip the conversation or change the subject to Novigrad. Voorhis wonders why Geralt would be interested, to which the witcher says he's got friends in the city that he cares about.

Voorhis says he expects they'll be grateful then when they rid the city of Radovid's witch hunters, to which Geralt can inquire about how they aim to do that, which Voorhis refuses to say as it's a military secret. Geralt in turn says that his business with Uma is also a secret. He and Uma leave.

Kaer Morhen

The cutscene shows the arrival of Geralt and UMA at the witcher fortress of Kaer Morhen for a meeting where they will decide how UMA can help find Cirilla. Late afternoon, the sun began to set. Geralt with UMA on horseback, approaching a fortress located in an inaccessible valley in the Blue Mountains. UMA sits in front of Geralt, holding tightly to the horse's mane. Geralt is relaxed, recalling his last visit to the fortress. His train of thought is interrupted by the sharp cry of a forktail flying high above them. UMA becomes nervous and starts to thrash around on his horse. He starts moaning and whining in panic.

Geralt uses Axii to calm down UMA. The horse is also scared, Geralt has to control him too. When UMA quiets down, Geralt reassures the horse with a calm voice.

Geralt and UMA gallop on, and Kaer Morhen, in all its scale and majesty, slowly reveals itself to them from behind the rocks. Geralt and UMA arrive at the locked castle gate. Geralt dismounts the horse and leads it by the reins. He rings the bell at the gate to announce his arrival. Vesemir approaches the gate and looks suspiciously at the newcomers. His frown quickly clears when he recognizes Geralt. Vesemir uses the grate turnstile and greets Geralt.

Once the gate is up, Vesemir straightens, grimacing as he does so. Geralt leads the horse through the gate, then walks up to Vesemir and hugs him, then takes a step back.

Geralt asks Vesemir what the current state is, where Lambert and Eskel are. Vesemir says that Lambert is inside tinkering around with alchemical instruments. Geralt chuckles at the idea of Lambert doing alchemy but Vesemir assures him the witcher has become quite the skilled alchemist. Eskel, Vesemir says, is roaming outside the keep to figure out what killed their horses in the stables (Geralt can later examine the carcasses to figure out what killed them). Meanwhile, Yennefer has already arrived and has set herself up in one of the towers and explained what the situation is, that this Uma is important to finding Ciri. Geralt agrees with this sentiment and says he'll try and get everyone assembled to talk about what to do. Vesemir leaves and Geralt is left to assemble the witchers, and the sorceress.

Sorceress Yennefer

Geralt approaches Yen who is huddled on the battlements near her tower, breathing heavily. Geralt asks what the matter is and Yen tries to brush it off as nothing but is suddenly stricken by pain and falls to the ground. Geralt supports her and they both sit against the battlements, amidst rubble. Geralt asks if there's anything he could do for Yen's pain and the sorceress admits there is a plant used to relieve pain. Geralt asks its name and Yen calls it golden root, which Geralt identifies as Rhodiola Roses which he claims grows near the keep, he'll get some for Yen if it'll help although the sorceress in a moment of pride

insists she'll be fine, they don't have time to waste looking for herbs in the mountains.

- Geralt can either accept Yen's insistence and not get the rose, skipping this section and allowing Yen to head off towards Kaer Morhen's main hall
- Geralt can insist on getting the flower as he wants Yen in top condition. Through gameplay, Geralt finds the flower and returns with it. Giving it to Yen, the sorceress is thankful for the witcher's help and heads off towards Kaer Morhen's main hall.

Witcher Eskel

Heading outside the keep, Geralt comes across the tracks of Eskel's horse. Following them, Geralt comes across a massacre, some deer slaughtered. Geralt spots the corpse of a hanged man and reckons it was what killed the creature, and Eskel was what killed it. Geralt notices two paths, one with a set of boot prints and another with a set of hoofprints, Geralt thinks that Eskel's horse must've bolted on him and he carried on.

- If Geralt chooses to follow the horse tracks he'll eventually come across the corpse of the horse. Geralt curses and says he really liked that horse. Examining the body, Geralt sees huge claw marks and can't tell what creature made them.

Continuing on, Geralt finds the remains of a small camp and suspects Eskel must have prepared here to fight and loots the camp for any leftover supplies. Continuing, Geralt sees some wyverns wandering around. Approaching, Geralt is called out to by Eskel who was hiding behind a rock. Approaching, they hug and Geralt asks what his friend is doing. Eskel says he spotted those wyverns and was trying to figure out if they were the ones who killed the horses. He thinks its strange that they are here all of a sudden with no nest nearby, and suggests maybe they investigate the area first rather than attack.

A few conditions can affect Geralt's response

- If Geralt has already poked around before meeting Eskel he'll mention he found a nest occupied with forktails, except the nest was full of wyvern eggs. He suspects that the forktails drove out the wyverns
- If Geralt investigated Eskel's horse then he mentions that whatever killed it was big, bigger probably than a wyvern

Geralt can either agree with Eskel's investigation proposal or just opt to kill the wyverns first. Alternatively Geralt can insist that Eskel return to the keep with him as they've got bigger priorities: Finding Ciri. Eskel understands this and returns with Geralt

If Geralt instead chooses to kill the wyverns then Eskel thanks Geralt for the help but is still suspicious since there's no nest to be seen and can insist on investigating still, which Geralt can agree to or refuse.

If Geralt chooses to investigate either after killing the wyverns or not, then he and Eskel look around and find the remains of what looks like wyvern eggs. The duo think that the creatures were probably attacked by something and dropped some eggs, since wyverns are usually very good at carrying eggs. Continuing up the path, they come across a nest occupied by forktails. Dispatching the creatures, Geralt and Eskel notice that the nest contains both forktail and wyvern eggs. They theorise that the forktails had driven out the wyverns and taken the nest for themselves. If the wyverns are still alive, then Eskel suggests removing the forktail eggs so they'll return, which Geralt can agree to.

Regardless of path, the two head back to the keep.

Alchemist Lambert

Entering the main hall, Geralt finds Lambert under some alchemical machinery, fixing something. Announcing himself, Lambert hits his head and quickly rises to meet his friend. Geralt asks what the machines are for and Lambert says its

because Yen asked him to fix it up to possibly brew potions, although the machine hasn't been used in half a century. Lambert asks why Geralt and Yen are here now and Geralt says it's because of Ciri. Lambert says he heard Yen mention it and recounts the time Geralt brought her to Kaer Morhen as a kid. He assures Geralt they'll find her.

Geralt tells Lambert he'll be needed in the main hall where they're due to examine Uma. Lambert understands and heads over.

The Reunion

Once everyone has gathered in the main hall, Geralt and the group sit by the table and chat about Uma

- Vesemir inquires about the words of the curse cast on Uma which Yen relays as *"Farewell, beautiful one - hello, madman! The sword cuts your soul, the vile devours the noble one."*. Vesemir says he's heard those words before and Yen says it's probably because she found it in a book called "In All the Cases of Ferengader.", it tells the tale of a human princess that was cursed to be an ogre. Lambert however says its not exactly the same case as Uma since in that story it turned out the princess was an ogre cursed to be a human (A reference to Shrek)
- Vesemir comments on Uma's behaviour which seems very erratic. Geralt comments that if someone threw food into a fire Uma would reach for it even if it burned him, and would readily do it again. He also adds that Uma sometimes seemed to hit himself, trying to self-mutilate. Lambert comments that Uma seems then to have lost any self preservation instincts and is also very aggressive sometimes, completely irrational behaviour.

Yennefer leaves the group for a moment (possibly because of the previous pain issues she was having). While absent, Lambert talks about Geralt and Yen's relationship, commenting on its inherent instability. Geralt tells Lambert its not his concern but the witcher continues, saying that its bound to end the way it has before: Yen will leave Geralt once he is of no further use to her. Geralt sharply

tells Lambert he knows shit about sorceresses, less so about him and Yennefer. The scene is tense but calms once Yen returns.

The Reunion - Part 2

In the next scene night has fallen. The wind howls outside the windows, the fire crackles in the fireplace. Witcher swords lean against the wall. The witchers and Yennefer sit at the table, by bowls. Medallions lie in front of the witchers, on the table. Vesemir pours the contents of Lambert's bottle into simple clay cups, then sits down, turning the cup over in his hand. The atmosphere is gloomy, after the last argument it's hard to know how to start the conversation.

Lambert eventually pipes up and suggests a toast although the others don't seem particularly interested. Eskel however raises his cup and toasts to the groups health, Geralt follows suit and the group collectively toasts. There is still however an awkward silence afterwards.

Eskel starts a conversation about Ciri and Lambert asks Geralt how he found out she came back. Geralt says he had had recurring dreams of her being chased by the Wild Hunt. He had wished they were just silly dreams but it turns out they were very real, Lambert jokes that he should be careful what he wished for, earning a few glowering looks that subdues his mood. Eskel pours some more drink for Geralt. Geralt continues, saying that the emperor's spies had found Ciri's tracks and that Emhyr contracted him to find Ciri.

Before he can continue however, Yen groans in pain. Geralt can ask if its the headache again or if she's had too much to drink. Yen affirms its the migraine again and says she'll retire to her room for the night and finish the book while she still has strength. Geralt says he'll escort her and they begin to leave before Lambert drunkenly says that Yen has all night for the book, she should stay and drink away the migraine. Yen irritably says that's enough and leaves with Geralt.

There isn’t much info on the following sequence but based on some scraps of information, an opportunity is presented for Geralt to have sex with Yen if he chooses. Doing this will pass some time and the witchers will comment on this when Geralt returns. Otherwise if Geralt refuses sex then he returns to the group immediately while Yen goes upstairs to bed.

Returning to the group, Geralt finds them talking about some story. Entering the scene, if Geralt slept with Yen, Lambert asked what took him so long to which Geralt said he “had a conversation” with Yen. Lambert says he’s sorry about what he said before and hopes Geralt doesn’t hold it against him. Geralt says its fine and Yen will probably also be fine about it.

Geralt asks what they’re talking about and Vesemir says its a story about how Eskel was commissioned to find a golden duck. It was said to live in an underground lake in a cave beneath Mount Carbon. Eskel says that he searched the entire cave and found nothing, he was about to lose hope when he saw something glowing underneath a bend. It was the duck, but it was unusually heavy, so he couldn't lift her. Geralt asks how he got the duck back then and Eskel admits that… he kissed her. Lambert bursts out laughing at this revelation and jokes at whether Eskel thought she would turn into a princess or something. Eskel, embarrassed, says he didn’t, when he kissed her she got up and followed him out of the cave. Vesemir asks if they ended up paying him and Eskel says they didn’t, but he did pluck three golden feathers and he’s keeping them in case they come in handy. Lambert proposes another toast to the fine engagement which the rest of the group agree to. On that note, Vesemir says they aught to retire to their beds, they’ve got a big day tomorrow. The rest agree and go to bed.

The Examination

The next day, Yen calls Geralt over and says she needs to find more information on this curse and needs his help with finding books in the library. Geralt goes with her to the library and Yen explains that she is looking for books by the mage Teagan. She places some books she already gathered on a table and casts a spell,

causing the books to glow. She explains that Teagan's books emanate a specific sort of magical field and with the spell Geralt should be able to find the books easier. Geralt can talk a bit more with Yen about why she needs these books but generally Yen would prefer Geralt get down to business now.

In gameplay, Geralt has to examine the library bookshelves and collect the books that are glowing. Once collected, Geralt brings them back to Yen who thanks the witcher for his help. They head off to examine Uma. Some of the titles mentioned include:

- "Bringing Life to Life"
- "The Story of Lara Dorren and Cregennan of Lod"
- "Ithline's Prophecy"
- "Basics of Alchemy"

NOTE: It is possible that more books were developed for this sequence as some lines mention items like q401_book_17

The group converges. Vesemir asks if Geralt and Yen found out any more details about the curse. Geralt says they didn't but they do know already that if they tried to lift the curse as is, it could kill Uma. Eskel asks for them to explain and Yen explains that this is a two-part curse. The first part of the curse they knew before and now they know the second part from the books. The full verse is as so

Farewell, beautiful one - hello, madman! The sword cuts your soul, the vile devours the noble one. The flame stops dancing in your soul.

The group thinks to themselves, unsure about what to do. Yen says that perhaps if they were able to reach into Uma's soul they could communicate with it, but doesn't know how. Geralt suggests they hypnotise Uma to calm him down since he's currently too agitated and aggressive. Yen supports this option although the witchers are less certain

Eskel suggests instead they give Uma the elixir's they use for the trial of the grasses. Vesemir supports this, saying they very effectively change the state of consciousness and enhance reaction to stimuli. Yen is appalled at this however and does not accept this as a viable solution.
Geralt has two paths here, either go with the softer hypnosis or the harder elixirs

Path A: Hypnosis
There isn't much information on this path but it likely involves Geralt or Yen casting spells to soothe Uma. Geralt then tries talking to the creature but it is of no use.

Path B: Elixirs
Geralt assures Yen they won't be using any mutagens, just some elixirs made of stuff like celandine and black gull. Yen however still does not like this idea whatsoever and points out whether or not the group has considered for a moment that Uma could be Ciri and that they could irreversibly damage her.

Geralt has the option to calm her down or rebut her leading to a massive argument that the other witchers awkwardly overlook:

Geralt: *But you always have to have a plan! Even if it's as stupid as sending Ciri to court!*

Yennefer: *He [Emhyr] won't touch a hair on her head! I'll be with her the whole time!*

Geralt: *And will you defend her from all those who would want to stab her in the back? Not just figuratively?!*

Yennefer: *What's your idea, strategist?! Bring her here and hide her for the rest of her life like a shameful lichen?! Are you such a better father?!*

Geralt: *Yen…*

After the two have finished their drama, Yen angrily storms outside not wanting to see what they do to Uma (If Geralt calmed her down instead she still goes outside, just less angry). The witchers continue with their administration of the elixirs, which Uma finds naturally quite unpleasant. Geralt tries to question Uma in his now heightened awareness but the creature starts to doze off. Vesemir says Uma's body seems to be reacting quite strongly to the elixirs, unnaturally so. They aren't going to get much out of him in that state.

The Plan

Yen returns if the elixirs were chosen. After some more thinking, Yen comes to a conclusion. They know that Uma was affected by a curse that consists of two parts, she theorises as a result that Uma's original form was split in two: His body degenerated into the monstrous form they see, while his mind remained intact. The group theorise that to restore Uma's original form, they need to first restore his body and mind and then rejoin his soul with his form.

For the body, Lambert recounts a story about how he lifted a curse from the wife of a prince who was cursed to look disgusting. He had lifted the curse by giving her a mirror and telling her to look past the disgusting form into her true self. He suspects however this approach probably won't work on Uma owing to the complexity of the curse. Geralt suggests that they could perhaps use someone who can take the "form" of anything, a doppler. He says he knows one in Novigrad.

As for the mind, Yen says she's heard about the Heroes Mead. Its a legendary item belonging to the king of Skellige that is supposed to grant great wisdom, although she adds its hard to confirm this. Plus, since there is currently no king of the isles they will need to resolve that matter first before they can get the mead.

Finally regarding the soul, Geralt says he remembers an event the pellar told him about called Forefathers Eve, where the souls of the dead are gathered to be bid farewell. Geralt instructs Vesemir to take Uma to the Inn at the Crossroads, once he's acquired the Heroes Mead and acquired the doppler, they'll enact the ritual and lift Uma's curse.

Yennefer thanks the group for their help but says time is of the essence and they must make haste. She exits and Geralt also thanks the group before leaving as well. Outside the keep, Yen asks where Geralt is going to go first to which Geralt says he isn't sure yet. Yen says she'll be going back to Skellige since Crach will be hosting a feast soon, no better time to inquire about the heroes mead. She bids Geralt farewell and leaves.

From here Geralt has three new objectives: Assist Yen with finding the heroes mead, convincing Dudu to help him, and getting the Pellar to set up Forefathers Eve

END OF ACT 1

q400_eredin_dreams - The Wolf and the Sparrowhawk

Author: Ferroxius
Character List:

- Geralt
- Eredin

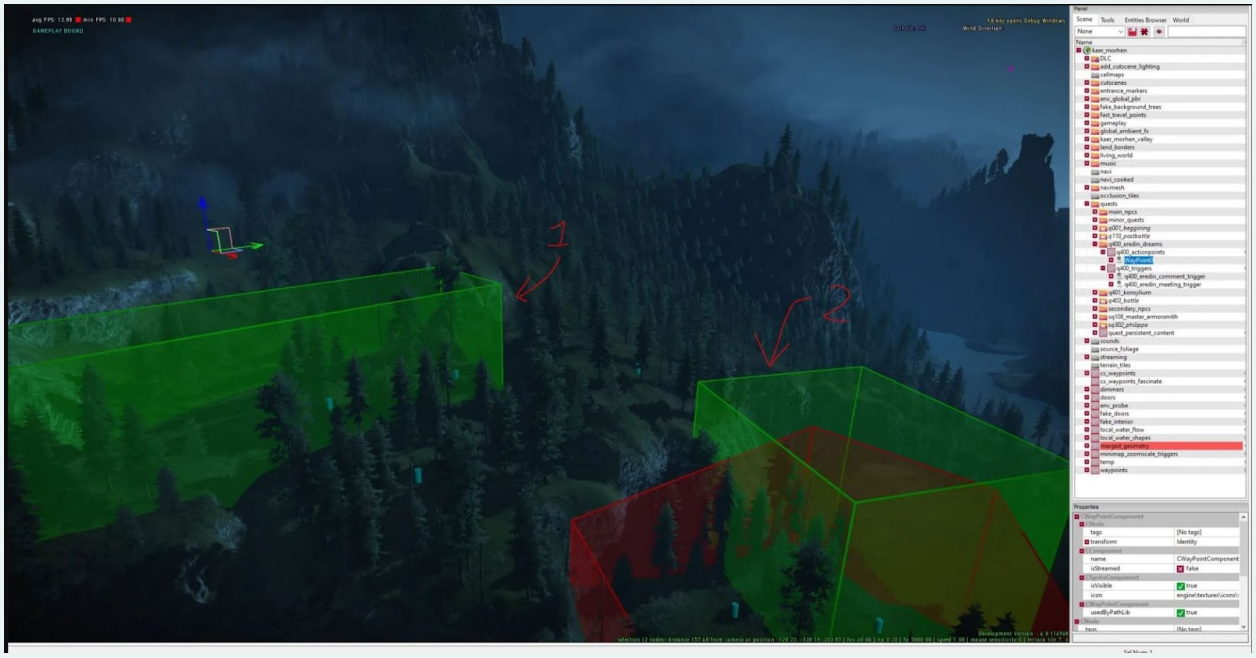
Note: At some point in the story, Geralt would have a dream involving Eredin as a means of establishing the relationship between the two as well as Eredin's motivations. The isolated nature of these scenes though make it difficult to establish when they were supposed to occur but we can make an educated guess that it would take place in Act 1, as the quest files are within this folder.

Geralt is lying in a forest. He gets up from the ground, confused. He wonders where he is. He turns and sees Eredin standing before him. He calls the king by name and asks what he wants of him. Eredin declares that this is no ordinary dream, everything Geralt sees has purpose. Eredin talks of Geralt's escape from the wild hunt and how it was also with purpose, he had let Geralt escape on purpose. Geralt asks why. Eredin enigmatically says that perhaps the witcher will find out why soon. The dream fades out.

Geralt is on an island. Although initially confused he realises it is another dream. He turns and once again sees Eredin, who is looking at a cottage on an island coated in mists. Inside sleeps a peaceful child Ciri. Eredin comments on how peacefully she sleeps, hidden from his sight, so much depends on her. Geralt furiously asks what Eredin wants from Ciri. Eredin states that Ciri is very important to him for she has elder blood, she is the Lady of the Worlds and if she can travel between worlds herself, then she can transport others as well. Geralt tells Eredin to leave her alone but Eredin says he cannot, Ciri is his last hope for salvation. The dream fades out again.

Geralt stands now in a snow covered land, in the distance lies elven architecture engulfed by the white cold: Tir Na Lia. Eredin, beside Geralt, states that the world of the Alder Folk is dying. Geralt makes an ironic joke, saying there was already the past and the present, so now it's probably time for the future (A subtle reference to A Christmas Carol). Eredin in turn sarcastically says that humans are short lived and thus short sighted, the elves however with their long lives can see more than the humans. Eredin states that the white frost will destroy Tir Na Lia and all its inhabitants. And he, Eredin, has no intention of standing by and watching that happen. He declares that the only way to survive is to open the gates between worlds, and Ciri will help him achieve that. Geralt says that if Eredin thinks he'll just hand Ciri over he is very wrong. Eredin gloomily states that Geralt doesn't have to do this. Eredin will take her himself. He warns the witcher that if this happens, blood will be shed at their next meeting.

The dreams end.



Layers for this quest survived in the shipped game, indicating that the forest dream was supposed to take place in Kaer Morhen.

This is supposedly the place where the dialogue scene between Geralt and Eredin was meant to take place. Kaer Morhen fortress is in the background

Act 2: The Curse

Humility? What humility? This girl has done nothing else all her life, but humbly bow her head. When she came here, she was a spoiled child, and now she is just a hair away from winning the crown. Don't take that away from her

Geralt of Rivia

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Author: Moonknight
Character List:

- Geralt
- Yennefer
- Crach an Craite
- Hjalmar an Craite
- Cerys
- Lady Bran
- Svanrige Bran
- Arnvald
- Holger Blackhand
- Madman Lugos
- Donar an Hindar
- Otrygg an Hindar
- Mousesack
- Udalryk
- Steingrim
- Yolar

Meeting Yen
Geralt walks towards Kaer Trolde to meet Yennefer, who is standing there, near the entrance of Kaer Trolde. The two greet each other, and then they start to discuss the disenchantment on Uma and what to do at the banquet.

Geralt: *Hello, Yennefer. Good to see you again.*

Yennefer: *You too…. How is the crossing to Skellige? Hopefully less exciting than the first time? Geralt: Mhm. Probably all the pirates are sitting at Crach's for a feast.*

Yennefer: *We'll find out soon enough.... Just tell me, were you able to arrange something to disenchant Uma*

Here Geralt can comment if he found Dudu and has resolved the situation with the organization of the Forefathers' Eve, or if he has come to Skellige first

Geralt: *What about Honey of Heroes? Have you managed to figure out how we can get it?*

Yennefer: *We have to wait for the coronation. Then Hern will appear, give the new king honey - and he will share it with us. At least that's what I hope...*

Choice: And can't we go to Hern ourselves?

Geralt: *And can't we go to Hern ourselves?*

Yennefer: *Great idea. I wish I had come up with it right away! Well, then lead the way - let's go.*

Geralt: *I thought you would know where to look for it. You were here first, you could have looked around....*

Yennefer: *And I looked around. No one knows where to find Hern or how to summon him. We have to wait for the coronation... Like, I said*

Geralt: *Mhm. Then what should I do?*

Yennefer: *Just turn to the favorites.... Or rather, their protectors, because the candidates themselves will not have time for you today. That is, you'll have to talk to Crach, Branie's widow.... Well, and with Mousesack.*

Geralt: *Fine. I'll talk to them. And I'll be charming.*

Yennefer: *Yes. And that's with a smile, my dear, because this is all about Ciri*

Geralt: *We haven't found her yet, and you're already trying to set up her life.... After all, we don't even know if Ciri will feel like sitting on this throne*

Yennefer: *No. I don't. But I'll do my best to at least have that option. That's called thinking ahead, Geralt*

Choice: Then why are we even going to the feast

Geralt: *Then why are we even going to the feast if we have to wait for Hern anyway?*

Yennefer: *To charm everyone.... And especially the candidates for the crown. After all, it will depend on one of them later on whether we get the Honey of Heroes.*

Geralt: *Aha. So we're going to suck it up.*

Yennefer: *Not so much us.... but you, Geralt*

Geralt: *I beg your pardon? After all, you are the more experienced in these court games. You've advised kings, you've been in the Lodge of Sorceresses....*

Yennefer: *And that's why they won't trust me here - they will be convinced that I want honey for spells or political intrigue. And you are the hero about whom songs are sung.... They will not refuse to help you.*

Choice: Should I talk to all candidates?

Geralt speaks reluctantly

Geralt: *Do you want me to talk to all candidates?*

Yennefer: *No, you can breathe.... All you have to do is provide us with the help of the favorites - Hjalmar and Svanrige.*

Choice: And what will you do?

Geralt: *So what are you going to do all evening*

Yennefer: *Stroll between the tables, pat the jarls on the back, giggle at their poor jokes....*

Geralt looks at Yennefer and raises his eyebrow in question

Yennefer: *Think. Sharing the Honey of Heroes with strangers is against custom. The new ruler must see that we are liked here - and that by helping us he will not make enemies.*

Geralt: *Politics.... I missed it... All those fake smiles, preying on people's vanity....*

Yennefer: *Believe me.... Compared to what happens at Emhyr's meetings, these are all innocent games.*

There is a pause when Yennefer looks at Geralt expectantly, with a sarcastic smile.

Choice: Let's go to the castle.

Geralt: *Let's go to the castle before everyone gets drunk*

Yennefer: *Knowing Skellige, it may be too late for that.*

Choice: Skellige can have a king.... Or a queen.

Geralt: *And Cerys? After all, some jarls see her as the chosen one of the gods....*

Yennefer: *For now, yes.... But I am convinced that they will still manage to wise up. Of course, you can talk to her too, if you want....*

Geralt: *Want, not want.... It's just that we probably shouldn't cross her off yet.*

Yennefer: *As you think.... Well, let's go to the castle before everyone gets drunk. Give me a hand*

Yennefer takes Geralt by the arm.

Entering the Feast

The witcher and sorceress move inside the keep, once their preliminary discussion has ended. Geralt reminisces on past events, commenting that this is the second time they go to Crach's feast together. Yennefer has different reactions based on the current romance status.

Geralt: *History has come full circle. We go together again to Crach's for a feast....*

If Yen is romanced:

Yennefer: *But now I'm much happier about it*

Geralt: *Nice to see you happy*

Yennefer: *It's to your credit. Speaking of making people happy.... If we make quick work of politics, maybe we'll visit Crach's chamber again*

Geralt: *With pleasure.*

If Yen is not romanced and probably if Triss is romanced:

Yennefer: *Only now I'm sure you'd prefer different company.*

or

Yennefer: *Only now I don't know if you enjoy my company.... Or would you prefer others?*

Geralt: *Yen.... Let's not go back to that now.*

Yennefer: *Right.... After all, I would not want to bore you with my feelings.*

Yennefer and Geralt enter, and here they are welcomed by Arnvald, then Lugos and Holger.

Lugos: *Hey, look who it brought to our shores.... Master Geralt*

Holger: *And Yennefer.... Beautiful as the polar aurora!*

Geralt: *Won't you make comments on my appearance?*

Holger: *Haha! Jealous! Well, but if I had a lady like that by my side, I would watch her too!*

Yennefer: *I assure you.... I can take care of myself.*

Crach: *But today an Craite family will take care of you. Geralt, Yen... Welcome to Kaer Trolde!*

Yennefer whispers, looking around.

Yennefer: *Okay, this is where we split up.... Svanrige is upstairs, Hjalmar is standing over there by Crach...*

The camera shows the hall, Cerys and Mousesack leave for the balcony, jarls notice Geralt and Yennefer.

Geralt: *And Cerys had just gone out on the balcony with Mousesack*

Yennefer: *Well, then get to work. Make sure each of them gives us honey....*

Geralt: *And you, meanwhile, will clown with the rest. Remembered*

Yennefer: *Great. One last thing... Don't get caught up in any intrigue, okay?*

Geralt: *Mhm. I'll do my best*

Feast Ambience

Geralt can walk around the hall of Kaer Trolde, while he waits to talk to Birna, Crach and Mousesack. Here he can interact with some character and listen to conversations.

Crach is walking around, we can hear him approach Donar, and ask him about the situation in Lofoten. The village is still destroyed, it was razed and Donar asks Crach, in exchange for his support to Hjalmar, to move to war against Lugos. He believes Lugos was the one responsible for the attack on Lofoten. Yennefer can also approach Donar, and we can hear her telling him the truth. It was the Wild Hunt.

Geralt can interact with Hjalmar, as he heard he had a reward for him, after the help he gave to the young an Craite in dealing with the Giant of Ard Hugtand. Hjalmar is busy fist fighting some brute Skelliger.

Geralt: *Apparently you have something for me? Some kind of reward?*

Hjalmar: *That's right! After all, you helped me with the giant expedition.... And the sons of an Craite family can reward friends!*

Geralt: *Don't shudder so. I can hear after all.*

Hjalmar: *You do.... But the thing is that the rest should hear as well. Especially those who will vote. You know, I prepared a special gift for you - the sword of one of my ancestors.... But then I came to the conclusion that there is something you will enjoy more.*

Geralt: *What's that?*

Hjalmar: *Just listen! Your name falls in the song of Draig bon Dhu!*

Choice: You think you're funny?

Geralt: *You think you're funny?*

Hjalmar: *It wasn't you who was supposed to laugh, Geralt, it was me. Have fun*

Choice: I would prefer something tangible.

Geralt: *I was hoping for something more.... Material.*

Hjalmar: *But earlier you said you wanted glory. Well, here you go.*

Choice: You're a crafty guy.

Geralt: *Clever you are*

Hjalmar: *You need to have not only here, but also here!*

Geralt can visit Svanrige's table. No one is there, just Bran's scepter lying on the table.

Asking for Favours

Geralt goes to Mousesack, he's on the balcony talking with Cerys, he witnesses a fragment of their conversation

Mousesack: *Sorry, that's the policy.*

Cerys: *I'm telling you again, I won't make any promises.*

Mousesack: *Others have no such scruples....*

Cerys: *And I have. And I guess that's why you want me to be the queen, right?*

Mousesack: *Oh, Geralt.... Will you wait a moment? We need to discuss something with Cerys.*

Geralt: *Am I interrupting?*

Cerys: *No, we were already finished anyway.... I'm listening to you*

Choice: What were you discussing?

Geralt: *What were you discussing?*

Mousesack: *This was a private conversation....*

Cerys: *But on public topics, so let's not make a secret of it. Mousesack suggested that I should promise the jarl some privileges in exchange for their votes*

Geralt: *But you're not going to do it?*

Cerys: *No. If they have to pick on me, let them do it because of who I am, not what I can give them.*

Mousesack: *Well... Let's hope the jarls see that it's better to have a ruler who will take care of all of Skellige, not just his partisans.... But you didn't come here to talk politics, did you?*

Choice: I need the Honey of Heroes.

Geralt: *I have a request for you*

Mousesack: *And what is it? The heart of a viverna? A dragon's scales?*

Geralt: *Something even rarer.... Honey of Heroes. I realize that according to tradition, only the ruler of the islands should drink it.... But I have no other choice.*

Cerys: *You also probably realize that as a stranger all the more reason why I shouldn't break the customs here.... Hmm... What do you think, Mousesack - what should I do?*

Mousesack: *If I were you, I would only share my honey with someone I trust implicitly….*

Geralt: *And you don't trust me.*

Mousesack: *No. I entrusted Hvitr to you on the condition that you escort him to the temple…. And I was disappointed in you*

Cerys can agree or say she has to think about it depending if Geralt or not supported her earlier in Act 1. Cerys then says she has to go back to the feast, and the conversation between Geralt continues.

Mousesack: *Favor for favor, Geralt*

Geralt: *I didn't know you were so petty.*

Mousesack: *You made an idiot of me in front of Freyja's priestesses. What did you expect? That I would pat you on the shoulders and say that nothing happened?*

Geralt: *Well, it happened. Hvitr is gone, no one knows where he is…. Whether he is even alive*

Mousesack wants Geralt support for Cerys in exchange for the Honey of Heroes.

Geralt: *I thought you were advising her…. And you are manipulating her.*

Mousesack: *I'm only manipulating the election. What happens next is up to Cerys*

Geralt looks at Mousesack expectantly and sternly, waiting for him to carry on.

Mousesack: *Eh…. According to Skellige's custom, the umbilical cord of a son should be cut by the father. But when Svanrige was born, Bran for some reason didn't do it…. This intrigued me. I later extracted from one of the servants that Birna was having an affair with Crach. Bran suspected something, he did not want to acknowledge his son…. But Birna eventually made him. I realize that what I plan to do is not very elegant…. But Svanrige's rule would be disastrous. He is fearful, docile, listens to his morbidly ambitious mother in everything….*

Geralt: *Actually, you could say that you are doing him a favor.*

Mousesack: *To him maybe not, but to Skellige for sure.*

Geralt: *Why are you telling me this?*

Mousesack: *Because I trust you.... And I just prefer you to know that it can be hot. Don't drink too much... You'd better have a steady hand*

Geralt goes to Hjalmar. He's near Crach, but he seems busy fighting the Vildkarls. Crach then tells Geralt that he can talk to him.

Crach: *Here we will have peace of mind.... Well, then what did you want to talk about?*

Choice: *I heard Svanrige is your son.*

Geralt: *I heard that you have a better chance to put your son on the throne than the rest of the jarls....*

Crach: *If you want to say something, say it directly instead of playing with words like a Nilfgaard messenger.*

Geralt: *It is rumored that Craite blood, not Tuirseach, flows in Svanrige's veins.*

Crach: *It's true.... I stained the honor of both families.*

Geralt: *How to...*

Crach: *Geralt, I don't ask you what you do in the alcove, nor do I talk about it behind your back. I advise you well - take an example from me.*

Choice: I need the Honey of Heroes.

Geralt: *It's about Ciri. You see, we finally found... Someone who might know what happened to her.*

Crach: *Finally! Well? And what did he tell you?*

Geralt: *Just nothing. A powerful curse hangs over him.... It has taken his mind off. I can unmake it - but I need the Honey of Heroes to do it. I know it's against your traditions, but....*

Crach: *Geralt! As for Cirilla, traditions do not matter! I curse the blood of my ancestors.... If Hjalmar becomes king, he will cede you honey!*

Geralt: *Calm down, there is no need for this.... All it takes is a few drops.*

Crach: *A couple of drops? And, Geralt, then what are we talking about! Don't worry about anything. You'll get what you need!*

Geralt meets Birna Bran, but apparently she's about to retire to her chambers for the night. She can't stand that the feast resembles a market where votes are bought, and a King by legitimacy of voters is a debtor. He stands that Skellige needs a King by virtue of royal blood, and that King is Svanrige, son of Bran.

Visiting Lady Bran in her chambers, she tells us that Svanrige already went to sleep, so the Witcher has to talk to her. She's sure that Svanrige will triumph because all of the competitors have a lot of weaknesses. Geralt asks what are Svanrige strengths instead, but Birna answers that, in all honesty, his only strength is being Bran's son. If Geralt has already talked to Mousesack, he can press her about Svanrige's real father, but Birna claims those are only vile rumors, and reprimands Geralt for spreading them. Geralt asks Birna about the Honey of Heroes. She agrees, on pact, that Geralt supports Svanrige and protects him. Apparently someone is threatening his life, but she doesn't say more.

Berserkers Attack

Once Geralt has finished talking with all the targets, no matter the order, Arnvald breaks into the room. His lines can be played either inside or outside the Kaer

Trolde castle. It will be preceded by loud screams and sounds of clashing swords etc., which alarm Geralt. Arnvald comes rushing in. The White Wolf understands the gravity of the situation. He utters "Yennefer" under his breath, then rushes in to face the attackers, sword in hand.

Once the fight is over, Geralt makes sure the sorceress is safe, but soon his attention is diverted to voices of the Jarl, arguing among themselves. They are asking Crach who caused this, as the an Craite should know, since it's his castle. Holger says that someone impartial must conduct the investigation, Lady Bran claims that they must find the traitor before they can elect the new King.

Geralt: *Someone can tell me where these bears came from?*

Lady Bran: *I was upstairs when it happened.... I only ran down when I heard screams.*

Donar: *I was just pouring honey to Holger when suddenly there was such a roar that I dropped the jug....I looked over... And the bears were already there.*

Lugos the Mad: *Well people, fuck! This is what! From the air they came? From rotten straw they sprouted, like mice!*

Yennefer: *All I know is this.... One minute they were gone - and the next minute the blood was already pouring*

Crach: *I don't.... And I curse our gods and the aliens that I had nothing to do with them.*

Holger: *There was a lot going on, the noise was, like seagulls on a breeding ground.... And on top of that we drank. Not surprisingly, no one recalls what exactly happened....*

The attention of the presents moves to Holger, who's tending to his dying son. But the boy doesn't make it. The tension is palpable in the room, the situation could escalate at any moment and end with more blood. Lugos shouts to Crach,

he wants answers, Hjalmar draws out the sword, walks over him, threatening Lugos to not talk to his father like that again. But Lugos is not easily intimidated.

Geralt takes the job, but first he asks for two conditions. Nobody has to leave the keep. And the people there need to be available to ask all of his questions. The present people agree.

Geralt: *The fact that the slaughter occurred the night before the vote is certainly not a coincidence.... Who among the candidates survived?*

Holger: *Hjalmar.... Interesting coincidence.*

Hjalmar: *Coincidence?! To me, my father showed me how to use a sword, then I defended myself. You should have taught the same to your sons!*

Lugos the Mad: *And maybe your father also warned you in advance when the sword would have to be drawn? What?*

Hjalmar: *Piss it off! But already, or I'll gut you and feed you to the fish!*

Choice: Hjalmar - put the weapon away

Geralt: *Put your weapon away, Hjalmar. I advise you well.*

(Hjalmar wants to confront Geralt, but Crach stops him)

Crach: *Let it go*

Choice: It's too early to make accusations, Lugos.

Geralt: *It's too early to make accusations, Lugos. Get a grip on yourself*

Donar: *The Witcher is right.*

Lady Bran: *Back to your question, Witcher.... Svanrige is also doing well - he was up when it happened....*

Cerys enters, everyone is surprised.

Cerys: *And yet.... I.*

Hjort: *Cerys! Gods be thanked... What was happening to you*

Cerys: *The bear jumped.... At me... I held the knife from the roast, I pushed him.... But he just hit me with his paw, oh here.... I flew to the wall. I got up.... And I ran to the kitchen. There I hid...*

Hjalmar: *She ran away! And she wants to rule Skellige!*

Hjort: *Sometimes it's wiser to wait out danger than to seek certain death.*

Geralt: *Where did these bears come from?*

Lugos the Mad: *That's right, Crach, why don't you finally tell us*

Crach: *You are making this accusation a second time. Do it again and I'll smash your head against...*

Geralt: *You will exchange threats later, now I want answers. Where did the bears come from? Which way did they enter?*

All gathered look at each other hesitantly, no one speaks up.

Geralt: *Nobody saw anything? I don't believe it...*

Holger: *No one saw anything, because we were all looking at young Lugos....*

Hjalmar: *It was like this.... Siny bet that he would drink a keg of beer in a stew.... I thought he was joking... But he got on the table, grabbed an antal of wheat from Cintra.... And began to gulp.*

Donar: *His throat flew like a float on a wave, he puffed himself up, turned red.... But he kept on drinking. We banged our pints on the tables.... Lu-gos, Lu-gos!.... And then suddenly from the other side of the room came such a roar that everyone fell silent*

Lugos the Mad: *We turned, as if at the helmsman's command.... And there were already bears there. Those who stood closest to them didn't even have time to draw their swords.... They tore them to pieces...*

Geralt: *Strange.... I need to look around.*

Crach: *Fine. As soon as you find something.... Let me know.*

(after a pause, whisper, bitter)

Crach: *And act fast.... Before we all jump down each other's throats.*

Investigation

Geralt feels that the conversation isn't going anywhere, and decides to look around, searching for clues, hints of who the beasts were and what could've cause the massacre. He moves towards the carcass of one of the beasts.

[Examine head]

Geralt: *Bears head.... But the tongue short, like a man's*

[Examine the torso]

Geralt: *Knife.... Stabbed all the way to the handle*

[Examine Legs]

Geralt: *Short, stocky legs, like a bear. But there is a scar on the skin.... With traces of stitches - The skeleton is human, but the muscular arrangement is like that of a bear.... I've never seen anything like it. Half-man, half-bear. Something like a lycanthrope. No fullness, so the transformation must have been caused by something*

else. Maybe something he ate... Or rather, he drank. He stinks of wine from his mouth. And something else.

Geralt also finds an ear. He connects this event to Cerys defending herself, but he doesn't see a body on the floor missing an ear. Which means this particular berserker must have fled.

Geralt notices that there is a scent of wine, mixed with something else, coming from the carcass of the dead monster.

He then goes to Yennefer to ask for her opinion and makes sure she's all right. Yennefer is not wounded, but a bit shaken by the event. She tells Geralt that she didn't see how it started, she was outside trying to make sure Hjalmar and Steingrim wouldn't fight. Steingrim is dead though, killed by the bears, so he can't say anything. She also tells Geralt that she counted the bodies and there are people missing who aren't among the living, like the brutes fighting during the feast. If Geralt examined the body of the bear, he says that he thinks these people are still there, just harder to recognize. Geralt and Yennefer concluded that the bear and the brutes are the same people.

Geralt can also interrogate different people. He goes to ask Hjalmar and Cerys.

Hjalmar: *Funny that you hid in the kitchen just now....*

Cerys: *What's funny about that?*

Hjalmar: *Because that's where you belong! You'd stay at the pots instead of pushing your way to the throne....*

Cerys: *I'm not pushing myself anywhere. The gods themselves pointed me out.*

Hjalmar: *Seemingly so.... But all the luck it's not the gods who vote.*

Geralt: *I need to talk to you about the massacre.*

Cerys: *I understand.... I have nothing to hide.*

Hjalmar: *Well, and I guess nothing to say - you ran away as soon as it started!*

Cerys: *Would you rather I let myself be killed*

Hjalmar: *No.... But I'd rather you knew how to fight.*

Geralt asks Hjalmar if he suspects something, the young an Craite answers that this is reeks of druids. He doesn't suspect Mousesack, but for him this is a druid's job. Cerys, on the other hand, finds suspicious that both Birna and Svanrige were absent during the attack. She finds it convenient.

Geralt goes to talk to Birna and Svanrige, in her chambers

Geralt: *You probably know what I'm coming about....*

Lady Bran: *Of course - it's about this terrible massacre.... How can I help you?*

Choice: You said that someone was lurking for Svanrige's life....

Geralt: *When we talked earlier.... You said that someone wanted Svanrige dead.*

Lady Bran: *And I was right! Little did they get him in the end.... Along with the rest... It's a good thing we got out...*

Geralt: *Where did this suspicion come from? Has someone tried to do Svanrige harm before?*

Lady Bran: *Yes, they wanted to poison him - a month ago, in my own home.... He was given pheasant meat saturated with wolfberries. If it weren't for the fact that he threw the first bite to the dog...*

Geralt: *Were you able to determine who was behind it?*

Lady Bran: *No. The cook, even under torture, did not give out who induced him to betray .... So I had him cooked in his own cauldrons.*

Geralt: *What do you think.... Who is behind this massacre*

Lady Bran: *Let me answer with a question.... Do you know how to catch eels?*

Geralt: *I don't know. I also don't know what the connection is...*

Lady Bran: *You put a wicker basket with raw meat in the water. Attracted by the smell, the eels flow in, one by one. When the trap is full, you simply pull it out.... And slit the fish's throats.*

Geralt: *Beautiful allegory. I understand who is the eel here.... But in whom do you see the fisherman?*

Lady Bran: *And who lured all the fat fish to one place? Who put the meat in the basket?*

Choice: I want to have a few words with Svanrige.

Geralt: *I want to have a few words with Svanrige.*

Lady Bran: *Is it really necessary?*

Geralt: *Absolutely.*

Lady Bran: *Well.... Svanrige! Come here to us. Master Geralt wants to talk to you.... Do not be afraid, I will be next to you all the time.*

Geralt: *I was hoping for a private conversation.... But so be it.*

Svanrige folds a map he was studying, comes over

Geralt: *I saw that you were studying some map....*

Svanrige: *Yes. It depicts the northern edge of our archipelago, Master Geralt*

Geralt: *What's so interesting about it?*

Svanrige: *There are islands on it that no sailor of ours has ever seen. My father said it was a cartographer's mistake. But I think... I'm sorry.... After all, you did not ask my opinion, Master Geralt.*

Geralt: *First of all, give the master a break already. Second, now I ask. What is it that you think?*

Svanrige: *I think.... That they are there, just need to be rediscovered. But... Your mother says that the king should not concern himself with such foolishness.*

Lady Bran: *Master Geralt does not care what you think.*

Svanrige: *Yes, Mother. Excuse me.*

Geralt: *You left the feast at the perfect time....*

Svanrige: *Mrs. Mother said we had to leave.*

Geralt: *Weren't you tempted to stay down longer?*

Lady Bran: *Of course not. Bran's heir was not fit to participate in this vanity fair.*

Geralt can interrogate the jarls, but they don't say anything interesting regarding the investigation. Who accuses Nilfgaard, who Crach, Lugos accuses Holger.

Lastly, Geralt goes to Crach and Mousesack. Here he can comment on the findings of the examination of the dead bears and about the scent of wine.

Geralt: *First of all, I know that these were no ordinary bears...*

Mousesack: *No? The length of the hair and the color of the coat were normal, it seems....*

Geralt: *Maybe…. But up close I noticed a few things that are unlikely to be found in animals. A tattoo, for example.*

Mousesack: *Tattoo? What kind*

Crach: *And how? Do you already know where a herd of angry bears came from in my castle?*

Geralt: *Yes…. I found something else..*

Mousesack: *Show it to me…. It smells like… Hmm…*

Mousesack takes the chalice, smells the wine, then throws a pinch of powder into the chalice

Mousesack: *The wine blackens, that is. Just as I thought… Someone added hallucinogenic mushrooms to it….*

Choice: What are these mushrooms

Geralt: *What are these mushrooms?*

Mousesack: *Psylocybin…. You may be familiar with them by their folk names, such as coot or quill.*

Geralt: *Yes, I'm familiar…. They grow at high altitudes. Shepherds eat them to relieve pain*

Mousesack: *Yes, in small doses they are anesthetic…. In large ones they take away reason*

Geralt: *In the shape of a bear paw…*

Mousesack: *Vildkarls…*

Crach: *Come on! These are fairy tales with which toothless old men entertain children on long polar nights….*

Mousesack: *And do you have another explanation? It is, as in the songs of the skalds…. Vildkarls exist.*

Choice: Vildkarls? Who is it

Geralt: *Tell me more about these vildkarls….*

Crach: *I can only repeat our legends…. It is said that the best warriors feel a strange call to abandon their villages and families…. That they are drawn to go to the south of Ard Skellig, to the highest parts of the mountains*

Geralt: *And what happens to them there?*

Mousesack: *No one knows for sure…. But all the songs agree that they do not return to their own afterwards. They live far from human settlements, fight furiously like animals…. Supposedly they can even turn into them.You can recognize them by the fact that they constantly crave blood…. And each has a birthmark in the shape of a bear paw, the mark of a cursed god*

Choice: What's the deal with the tattoo?

Geralt: *What's the deal with the tattoo?*

Mousesack: *This is the symbol of the bear god, Svalblod*

Geralt: *It seemed to me that just on Skellige no one persecutes anyone for their faith….*

Crach: *Svalblod is a cruel deity…. Demanding sacrifices, seducing to wars. If our grandfathers had not forbidden to worship him…. We would have drowned in blood.*

Mousesack: *But the legend says that not everyone renounced him…. Apparently, and this is true…*

Geralt: *There is often a grain of truth in legends…. Especially on Skellige.*

Crach: *In that case, still check if fairies are behind the slaughter. Or bobcats*

Geralt: *You chose a poor example…. Because the bobcats acutely exist.*

Crach: *Geralt, don't pick on the details…. I have visited already fifty villages in Skellige. If there really lived here warriors who can turn into bears, I would know about it. Believe me.*

Geralt: *Skellig legend and poisoned wine…. I need to investigate these clues…*

Crach: *When it comes to wine, you don't have to look far…. Go to Arnvald - he is the one who takes care of the liquor.*

Geralt: *Mhm, I will. But with the second trace it will not be so easy anymore…. You said that where dragged the best warriors on the islands…?*

Mousesack: *Into the mountains at the southern end of Ard Skellig…. To the highest peaks where snow lies all year round*

Blood and Wine

Geralt asks Arnvald about the wine. The an Craite servant leads Geralt to the cellar of the keep, where the mead is stored. Geralt notices that alcohol was spilled in the room. Arnvald mentions that one of the servants broke a bottle of Mahakam spirit Mahakaman spirit.

Arnvald: *We keep all the wine here. Look around as much as you need. I'm going back upstairs, the service must be watched. You know, the castle needs to be cleaned up as soon as possible…. And the floor of the feast hall still red with blood….*

Geralt: *Mhm. I can imagine. Bye.*

We see Geralt turning around from the barrel, a flare of light illuminating his face. Camera shows a torch in mid-air, flying into the cellar. The torch falls on the puddle of strong alcohol, which bursts into flame. Arnvald runs out, wielding a crossbow, aiming it at Geralt. Arnvald says he's sorry, but he can't let Geralt snoop any further, with Skellige's future being at stake.

Geralt curses, then looks around for a way out. He manages to find a secret exit leading to a tunnel. Once he gets back to the relative safety of the keep, he returns to Arnvald's trail. Eventually the witcher catches up with the traitor.

Geralt: *Why did you betray Crach? What did he do to you*

Arnvald: *But.... I don't know what about...*

Geralt grabs Arnvald by his clothes and throws him against the wall

Geralt: *Are you the one who added mushrooms and blood to the wine*

Arnvald: *I won't tell you anything*

Geralt lifts Arnvald from the floor and hurls him against another wall

Geralt: *Next time I'll throw you out the window. You poisoned the wine*

Arnvald: *Yes.... I.*

Choice: On whose command did you do it

Geralt: *On whose command did you do it*

Arnvald*: ...*

Geralt: *If you're wondering if I was serious about throwing through the window...*

Geralt grabs Arnvald and moves him toward the window

Geralt: *That's right, I was deadly serious. Who told you to do it?*

Arnvald: *Birna.... Birna! She said... That this is the only way for Bran's son to win the crown...*

Choice: The Vildkarls knew what you were giving them

Geralt: *Vildkarls knew what you were giving them?*

Arnvald: *No.... Hallgrim said that it would be better.... That it would be easier for them to kill and die.*

Geralt: *Hallgrim? Who is he?*

Arnvald*: The oldest of them.... Master of the transformation ritual*

Geralt: *Where can I find him? Tell me!*

Arnvald: *I don't know.... I don't know! He... He lives in the mountains, like an animal....*

If the player already played the other path, then Geralt says the following.

Geralt: *He too has already found his death.... So has Yolar*

Choice: You will be a witness at the trial.

Geralt: *Nothing justifies this massacre.... Dozens of people died*

Arnvald: *Even more will die if it is Hjalmar who becomes king.... That's why I wanted Svanrige to be the one to sit on the throne. Blood from the blood of Bran, the best ruler Skellige has ever experienced..*

Geralt: *Get up. I'm taking you to the dungeon.... And then to the trial, where you will repeat everything you said here*

Choice: Svanrige is not Bran's son at all.

Geralt: *Funny.... In fact, you never stopped serving the family an Craite*

Arnvald: *I don't understand....*

Geralt: *It was not Bran who conceived Svanrige, but Crach. Even if the conspiracy succeeded, the throne of Skellige would still be occupied by the son of your jarl*

Arnvald: *I was fooled.... Like a child.*

Geralt can report to Crach, who explains the situation. Arnvald is imprisoned, awaiting the trial.

The Berserkers Trail

Geralt arrives at the Bear Shrine on the mountain peak, as indicated by Mousesack. The ashes on the altar are still warm. Around it, clothes, from six men, but no trace of their owners. Geralt follows the tracks to a nearby cave, the smell of incense strongly coming from there.

He enters the cave, following footprints. Human footprints, leading down the slope. Uneven, deep, left by someone extremely exhausted, concludes Geralt. There he finds bodies. Still warm, killed recently, but no cuts nor stab wounds. Bludgeon to death, in what is seemingly a ritual fight.

It smells like someone is still burning incense. Maybe to lure something in... Geralt better trace the source.

Geralt: *Bears... At least a few. It's better not to go there.*

Geralt walks into the cave. Camera changes. Sound of Bears roaring from outside. Geralt looks behind him.

Geralt: *Clearance.... Maybe it's possible to pass that way...*

Camera changes to topside, Geralt changing stance to show him having climbed up. He turns around and looks down. Camera shows three bears walking in, continuing their way deeper into the cave tunnel. Geralt looks around.

Geralt: *The tunnel leads to where the bears went..*

He follows the strong scent of incense, and then a figure blocks his path. The Vildkarl leader, Halgrim. Geralt tries to talk to him, in order to gather clues for the investigation, but the brute only objective is to fight.

Halgrim and the White Wolf fight, a duel to the death. The witcher emerges victorious. He keeps following the trails inside the cave. Then he finds Yolar, the Druid.

Geralt: *On whose orders are you acting*

Yolar: *Order? I did it from the need of the heart. And conscience. But you don't understand such concepts.... You are, after all, only a mercenary mutant.*

Geralt: *I did not ask for confidences, let alone invectives. I asked a simple question. You can answer it voluntarily... Or I can force you to do so. Your choice. Why did you do it?*

Yolar: *Because I had to.... Birna was not the first to cheat in the race for the throne. Mousesack set up the Trial of Smoke under Cerys. He scolded the sacred ritual, declared obedience to the gods. And for what? To put a crown on a stranger.*

Yolar throws himself at Geralt, a fight ensues where he summons berserkers, and at the end he gets killed as a result. The witcher searches the body and finds a letter. It contains some details about the Vildkarls' involvement. Yolar was to become Svanrige's right hand man.

Geralt keeps going forward, there he finds other bodies. The surviving berserkers. What to do with them? Kill them, give them a fair fight, or leave them?

Note: It's not clear what choices the player has, but we can assume he can kill them or leave them be

Geralt enters an area of a cave with a lever, and a keyhole. He searches for the key, in the hope that this will lead to a way out.

The Trial

Geralt returns to the keep and talks to Crach. He's anxious about the results of the investigation, he doesn't like the prospect of spending another day with the Jarls…Birna, Holger and Lugos in particular. Geralt announces that he has proofs that Birna is behind it. Crach is surprised, but soon gets serious and asks Geralt a favour. To only accuse Birna and to leave Svanrige out of it.

Geralt: *Why do you care so much about him?*

Crach: *Because…. You see… It just so happened to be my son, not Bran's.*

Geralt: *Folded? Children do not take from folding….*

Crach: *No… I once visited Bran's castle, he himself was on an expedition, I was taken up by Birna…. She poured honey, sent back servants…. Well, and that we ended up in bed together. Then she told me that there would never be children from Bran's seed, and she wanted a descendant. I did wrong, agreed… But no matter how you look at it, he is my son.*

Geralt can agree or refuse. Crach announces that the trial will take place the next day, at noon, at the druids, in the shadow of Gedyneith.

Geralt can also confront Lady Bran.

Geralt: *Hello*

Birna Bran: *Geralt! How is the investigation? I offer prayers that the traitor is found as soon as possible….*

Geralt: *Prayers apparently had an effect. We have the culprit*

Birna Bran: *Yes? Who is it?*

Choice: You'll see soon. Goodbye.

Geralt: *You'll know soon enough. Goodbye now.*

Birna Bran: *Wait.... I am very curious about the results of your investigation.*

Geralt: *I believe that you already know them. And you'd better start praying for yourself.*

Choice: You, of course.

Geralt: *You, of course.*

Birna Bran: *It's a very serious accusation. And a completely groundless one.*

Geralt: *Interesting. As I have rather hard evidence that points directly to you.*

Birna Bran: *You do? Really?*

Choice: Stop pretending. Why did you do it

Geralt: *Let's stop this theater. Why did you do it? Out of hatred for Crach*

Birna Bran: *No. For the love of Skellige. You don't believe me, I know. But that's the truth. Our islands are backward. Divided. Weak. Because every time a king has to be elected, we stand on the brink of civil war. I wanted to change that. I wanted Svanrige to give birth to a dynasty. That's not going to happen...*

Note: Scenes of the trial are absent in this version. We assume the trial would've been refurbished from developed scenes of the previous version of the quest. Only small bits were added for this version.

Yennefer asks us if Geralt is ready, pointing that he was never a good speaker, then they set off to the trial.

Crach: *Listen.... I have some bad news.*

Crach pats Geralt on the back, he walks over to Donar who awaits him, they bow

Geralt: *What's the matter?*

Crach: *Arnvald killed himself.... He broke away from the guards... And jumped into the abyss.*

Geralt: *Indeed, he preferred to die rather than testify against Birna.... Not good. I should look around for other evidence...*

Crach: *There's no more time for that. We need to get started.*

Donar: *The judgment will be made by Ting jarli under my guidance. May the sea be reddened with the blood of the traitors*

Note: As lines from Arnvald are present in the previous version of the quest, it is possible that Arnvald kills himself to protect Birna only if we didn't reveal to him that he was tricked, and Svanrige was Crach's son.

In this trial we have a series of choices. We can present a series of statements that will determine the fate of Birna. The [T] are statements that we can prove, the [F] are circumstantial and unproven, can be used to free Birna (and maybe it also meant we could start the trial without playing the vidkarl and wine paths, or just playing one of them, but this is pure speculation)

Choice line: *I have a witness who'll confirm my words. [T]*

Choice line: *This letter proves her fault. [T]*

Choice line: *One of the vildkarli admitted that he supports Svanrige [T]*

Choice line: *Svanrige and Birna left the feast before massacre. [T]*

Choice line: *Birna was too sure of winning [F]*

Choice line: *Arnvald pointed at Birna [F]*

Choice line: *Birna admitted herself. [F]*

Choice line: *Birna is insanely ambitious. [F]*

The trial can conclude in three ways. Both Birna and Svanrige are found guilty; only Birna is found guilty; Birna and son are acquitted from the charges.

Whatever the verdict ends up being, the witcher is invited to the debate for the coronation of the new ruler of the islands. Before that, Geralt turns his attention to Yennefer. She doesn't feel well, Geralt is concerned about it.

Yennefer: *The Jarls are about to choose a king. We have to… Be there to… Get honey*

Yennefer barely walks, leans on the balcony edge

Geralt: *Yen…. Are you feeling well*

Yennefer: *Mhm…. Exquisite.*

Geralt: *Don't be silly. What's going on? This… Did the same thing happen to you that happened in Kaer Morhen?*

Yennefer: *Yes*

Geralt: *Can I do something for you?*

Yennefer: *No…. But it will pass on its own soon… Really, don't worry*

Geralt: *Well…. Do you want us to go together?*

Yennefer: *No, I can manage.... I'll see you there.*

q208_heroesmead - Consummation

Author: Moonknight
Character List

- Geralt
- Yennefer
- Crach an Craite
- Hjalmar an Craite
- Cerys
- Lady Bran
- Svanrige Bran
- Holger Blackhand
- Madman Lugos
- Donar an Hindar
- Mousesack
- Udalryk

Yen's Plan
The time for the coronation has come, but the Jarls are still discussing who will be the next ruler under the sacred Oak. Geralt approaches Yennefer, who is unhappy and nervous. She thinks Cerys has a chance to win, and she wants to avoid that. She says that she is gonna reveal that Mousesack cheated during one of the trials.

Choice line: Mousesack cheated?

Geralt: *Are you suggesting that Mousesack was cheating?*

Yennefer: *You think Cerys rod bloomed by itself? It was his doing. He was in charge of preparing the rods, he handed them to the candidates - and he knew very well which one should go into Cerys' hands.*
Geralt: *Cerys knew everything?*

Yennefer: *I don't think so. You can say a lot about her, but she certainly would not knowingly resort to deception.*

Choice: Don't give Cerys away.

Geralt: *Why do you want to give her away? Do you really hate this girl that much?*

Yennefer: *Because things have gone too far and I'm not at all sure Hjalmar will win.*

Geralt: *Damn it, Yen, stop fussing.*

Yennefer: *Cerys is promised to Viceroy Nazair, Emhyr's leading opponent. If she becomes Queen of Skellige, their marriage will never happen. After something like this, the opposition will have no qualms about going against the emperor. Cerys might as well stab Emhyr in the back with a dagger! It might even cost him the throne! And if his - then Ciri as well*

Choice: *Do you have any evidence?*

Geralt: *Do you have any evidence?*

Yennefer: *I wouldn't make accusations if I didn't have evidence.*

Geralt: *Her rod bloomed.*

Yennefer: *Only that it was not due to the gods, but a trick of Mousesack. The very spell that made her bloom is a juggling trick. As simple as it is impressive. There was something wrong with the whole story with a flourish. After trying the candidates, I*

snuck into the hut of Mousesack. On the shelf with reagents and magic potions I found a very rare substance - Niddhog's Blood.

Geralt: *I've heard of it. Apparently, it makes even stone can be covered with flowers when combined with human blood.*

Yennefer: *I have to admit that Mousesack played it very cleverly. He sprayed the twigs with Niddhog's Blood, and when Cerys scraped the epidermis off her back,... if they demand proof, I'll give it to them. I have the Blood of Niddhog with me.*

Geralt: *Wait. Do you really hate this girl that much?*

Yennefer: *It's not about her, it's about Ciri! It was the Mouse that got involved. I just want people to know the truth.*

Geralt: *But Cerys had nothing to do with it. If you say something now, the blame will fall on her.*

Yennefer: *Well, she pushed herself into politics, let her see what it smells like.*

Geralt: *To rub her nose in you want to throw her to the lions? The Jarls may not believe that Cerys knew nothing and then what? At best she faces exile, at worst she faces death.*

Choice: Don't get involved.

Geralt: Please stay out of this. You were supposed to take care of her, and you want to ridicule her.

Yennefer: She could use a lesson in humility

Geralt: Humility? What humility? This girl has done nothing else all her life, but humbly bow her head. When she came here, she was a spoiled child, and now she is just a hair away from winning the crown. Don't take that away from her.

Yennefer: I'm doing it for Ciri!

Geralt: Don't you see how similar they are? Both were fearful girls, both had to face dangers and find strength in themselves. And they coped, they came to everything on their own. You want to help Ciri, but in the process plunge her half-sister. Ciri certainly wouldn't want that. And what if the jarls do not believe that Cerys knew nothing about Myshovor's ruse? Here crooks are sewn up in pigskin and thrown into the sea!

Yennefer: Damn you, Geralt

Geralt: You won't turn her in?

Yennefer: No.

Choice line: You're right

Geralt: *Hmm.... Maybe you're right...*

Yennefer: *Am I right? I expected you to rather dissuade me from it.*

Geralt: *Deception is a poor foundation, especially for a king. I ask only one thing of you: make sure that no one doubts that Cerys is innocent*

Yennefer: *Take it easy, Geralt, I won't leave her for the jarls. She has been entrusted to my care, and until the emperor relieves me of this duty, Cerys will not fall a hair from her head.*

Yen walks away a few steps, stops, turns to Geralt.

Yennefer: *Besides, she is Ciri's sister. A half-sister, but a sister nonetheless. I won't let anything bad happen to her. Her pride will suffer at most*

Geralt can either convince her to keep the revelation to herself, or allow it to happen by asking Yennefer to protect Cerys from the Jarl's punishment.
Yennefer also asks Geralt about the result of the party at Kaer Trolde, who has he managed to convince about giving them the Honey of Heroes.

Debate
Geralt approaches the debating yarls, Yen is a few steps ahead of him, they stand at a distance from each other. Before Geralt enters the scene, an uproar is heard - the jarls are debating, it is impossible to distinguish the sentences spoken.
We find the Jarls still debating, and after a while the matter of the coronation is put to vote. Based on the result of the previous quest, three outcomes are available.

- Hjalmar's wins
- Cerys wins
- Tie, the vote is inconclusive

In case of a tie between the two, it is said that the Goddess herself must choose the next ruler, and this will be Cerys, because she passed the trial of the blooming rod. The same trial that was tampered with by Mousesack. When Cerys is proclaimed Queen, Donar asks if there is someone who is against the vote.

Donar: *Unless someone here knows the objective reasons that do not allow the newly elected queen to sit on the throne.*

Geralt looks at Yennefer with tension

Donar: *Let him reveal them now or keep quiet until Tedd Deireadh, the end of this world.*

Saying the last sentence, Donar looks around at those gathered. Geralt looks at Yennefer, uncertainly.

Crach: *[whispered to Geralt] All is lost….*

Geralt: *Not necessarily….*

Crach: *What do you mean?*

Geralt: *You are about to find out.*

Yennefer: *I do.*

Crach: *[whispered to Geralt, puzzled] And what did she come up with?*

Donar: *Ms. Yennefer? Listening.*

Yennefer: *Mousesack committed fraud during the Candidate Trial.*

There are murmurs of commotion in the crowd, everyone is surprised, they look at Yennefer, then at Cerys. The girl is in shock. Finally, the camera wanders to Mousesack, who blanches.

Yennefer: *The fact that Cerys' rod has blossomed has nothing to do with the girl's divine affinity. She is a fair trick of the druid.*

Donar: *Ms. Yennefer, this is a serious accusation…. Do you have any proof?*

Yennefer: *Yes. I can repeat his trick - right here in front of you. Mousesack sprayed Cerys' rod with a substance called Niddhog's Blood, which makes anything sprinkled with human blood to blossom - dead twigs or even a stone.*

Yennefer pours Niddhog's Blood on the twigs/stone, then cuts her finger, drops of blood fall on the twigs/stone under her feet. Immediately, the bloom(s) come out. A murmur of commotion is heard in the crowd.

Yennefer: *As soon as the first trickle appeared on the girl's back, her rod revived. Oh yes.*

Donar: *In view of such serious accusations, it is my duty to ask for clarification. Mousesack ?*

All eyes turn to Mousesack . He stands speechless for a while, finally speaking, his head lowered or staring into space, at one point.

Mousesack: *When I was young, I traveled a lot. Once I ended up on an island of the Thralli people, who worshipped the monstrous Niddhog. Every full moon, they sacrificed one child to him. There was also a wise man who lived on the island, who said that the Niddhog was an ordinary monster and should be killed. No one listened to the sage, because he was not from the Thralli tribe. The sage, however, loved the people of Thralli and wanted to help them. Therefore, he snuck into Niddhog's lair at night and poisoned him, but said nothing to anyone. Then the next full moon came and another child was sacrificed, Niddhog did not devour him. The Thralls were frightened, but then became euphoric. They recognized that they had placated the monster and finally left them alone, he went away. The sage deceived the people he loved, but he did it for their benefit. And when, ten years later, he admitted what he had done, no one held it against him. Before you condemn me, ask yourself if each of you would not have done for Skellige what this sage did? Some of you will probably condemn me, but before that happens, let each of you answer: am I willing to do anything for Skellige? My answer is yes. Even if it seems undignified to some.*

Crach: *[with contempt, spit] You're right. It's undignified. That's why I despise you like an old herring.*

Geralt can either blame Mousesack or side with him, either way it appears Hjalmar is crowned King if Yen intervenes, Mousesack arrested and Cerys is asked to leave. Cerys stands like a pillar of salt, totally surprised. She can't get the word out.

Donar: *Mousesack, you have committed a serious offense. According to the laws of Skellige, until we decide your fate, you are obliged not to leave your home.*

Crach: *You should leave, Cerys*

Mousesack bowed with humility, leaves in the company of two warriors. They are followed by Cerys

Donar: *In this situation, I declare the result of the vote invalid and Cerys unworthy of the throne. Hjalmar, come forward.*

Note: There are hints that Cerys can still become Queen even after Yennefer spills the secret of Mousesack's meddling. If this is achieved thanks to Geralt sticking with Mousesack, is unknown.

Heroesmead

Regardless of the new ruler, Geralt asks about the Heroesmead. If Cerys, who has reconciled with Yennefer if the latter didn't rat her out during the debate, was not asked during the party at Kaer Trolde, she asks what the witcher needs it for, and Geralt reveals that he needs it to give wisdom back to a friend afflicted by a curse. Geralt speaks again with Yennefer, she looks troubled. She asks Geralt to come with him to Hern.

Geralt: *What's the deal with Hern? Does it have something to do with Ciri?*

Yennefer: *No, exclusively with me. Hern said that if I wanted to know the answers, I should go to him.*

Geralt: *So you're not going to tell me what's going on?*

Yennefer: *I'll say.... But not now. Now I want to know if you will come with me.*

Note: this is the hook to Yen's personal sidequest, sq208_yen. However, we have no data for it, meaning either it was lost or never developed. References in other quests suggest it had to do with recovering Yen's fertility with the help of Hern.

Novigrad

q308_psycho - Carnal Sins

Author: Moonknight
Character List

- Geralt
- Triss
- Joachim
- Von Gratz
- Dudu Blanka
- Nathanel Pastodi
- Ingrid Vegebuld
- Eustache
- Whistling Wendy
- Goibur
- Sawa
- Skwarka
- Dandelion

Back in Novigrad
Geralt arrives in Novigrad in his quest to convince Dudu to participate in Forefather's Eve, in order to cure Uma from his curse. When he arrives at the Nowhere Inn, he finds Roche

Roche: *Who do my greedy eyes see?! Good old Geralt won't refuse me a cup, will he?*

Roche talks about his defeat, his separation from Radovid and his plans for the future - or rather the total lack thereof.

Note: It's not clear how Dudu enters the scene.

Suddenly, Dudu comes in, and announces to Geralt that Blanka was attacked. He's already sent a message to Triss and now he's going to the hospital. Geralt joins him. Once they arrive, they ask the medics what Blanka's situation is. She's stable, but still in mortal danger, as her wounds are serious. Triss gets down from above, where Blanka is, and says that she managed to help stabilize her condition, but that nothing else will help because of Blanka's "special" doppler biology.

One of the medics buts in with information about her wounds. She has a wound on her eye. A tracheotomy was performed on the throat which is swollen. The marks on her body indicate the victim struggled, there was a fight.

Dudu buts in furiously, saying that more could be done, but the only person who could help - Von Gratz - doesn't want to help them. The medic says a few words about Von Gratz's eccentricity and the nature of the problem - it's not that Von Gratz doesn't want to help them, he just ignores them because he's operating The medic mentions that for Von Gratz the world doesn't exist during the operation. Geralt replies that he'll try to talk to Von Gratz.

Medic: *It's obvious that you don't know Master von Gratz.*

Geralt: *Can't you talk him into surgery? I don't understand.*

Medic: *The problem is that von Gratz only talks to his equals. And he thinks he has no equals.*

Dudu is furious - he shouts that Von Gratzis operating on a deer, a dead one at that, while his friend is dying on this bed!

Master Von Gratz

Von Gratz arrives, and gives a quick opinion on Blanka's wounds, saying that her condition is stable for now. Dudu asks if Blanka will get through this, if she will heal and regain consciousness.

Medic: *What news, master?*

Von Gratz: *She's alive.*

Dudu: *Will she get through this?*

Von Gratz: *Who is it?*

Geralt: *The girl is our friend. Can you help her?*

Von Gratz: *She has broken ribs and a massive swelling of her larynx. Someone performed a tracheotomy on her. Before I start operating, I need to know what else the murderer did... or tried to do to her. After that, it might be too late.*

Geralt: *He tried to kill her.*

Von Gratz: *Really? And I thought he wanted to play cards with her...*

Medic: *From what I know, this is not an isolated case. Apparently, similar victims have been found. In some districts, people are on the verge of panic.*

Triss: *I've also heard about the wave of brutal murders in the poor district.*

Von Gratz: *In that case, it would be a good idea to rummage in the morgue. The butchers there torture the corpses for a long time.*

Medic: *They don't let strangers in there. And they definitely don't let mutants in.*

Von Gratz: *I'm not interested in that. I'm just telling you where to find traces.*

Triss: *I know how to get there.*

Von Gratz: *You want to see if any wizard had a hand in this, I guess? I don't care anyway. You know my terms. Now I need to take a nap.*

Triss: *Geralt, are we going there right away or will we meet there?*

Choice line: Let's go now.

Geralt: *No time to waste.*

Choice line: I'll join you.

Geralt: *I'll join you.*

Triss: *I'll be waiting for you There's a small alley by the market behind the Kingfisher. I'll be waiting for you there.*

Visiting the Morgue

Geralt arrives at the alley behind the Kingfisher, as instructed by Triss.

Geralt: *I wonder how you'll convince the guards to let us in…*

Triss stops at the entrance to the canal.

Triss: *What guards?*

Geralt: *So this is your knowledge of the path.*

Geralt and Triss discuss the murderer and whether he might be a mage

Geralt: *How did you come across this passage?*

Triss: *One fine evening I was walking home when I was accosted by some drab men. I didn't want to use magic because you can get in trouble later, so I started running away. At one point, my leg fell into a gap. I stepped into the canal and waited. You know I'm curious, so I decided to see where the channel leads.*

Geralt: *Von Gratz said you were afraid the murderer was a wizard*

Triss: *It was as if he read my mind.*

Geralt: *You really think it's one of you?*

Triss: *Probably not but.... If it turns out to be a wizard.... They would murder us all.*

Geralt and Triss enter the morgue and the room where the bodies are stored. They find the body of a recent victim, a woman. Triss begins the autopsy.

Note: The content of the autopsy is based on the scene from the previous version, where the autopsy was performed on the body of a young prostitute named Daisy. We assume the autopsy was performed because there is a gap between a previous scene and the Coroner's arrival.

Triss says that the chest was opened with a sharp thin instrument, probably a scalpel, and whoever did this knew how to use it. Someone ripped out her heart. Also no traces of blood in the body.A voice behind them interrupts the examination.

The coroner asks who he has the pleasure of meeting and what Geralt and Triss are doing in his morgue? Geralt introduces himself and says he is looking for a murderer, hence his interest in the bodies. Triss lies, says she is studying at the University and researching the flora of the Novigrad sewers, and Geralt is her friend who asked her to help him get here. The coroner comments on Triss and her dedication to research, and that he couldn't just stay in the sewers all day. The coroner reassures Geralt and Triss, the entire company decides that it should be in everyone's best interest to catch the degenerate.

Triss and the coroner comment on Stokrotka's (i.e. Daisy) external wounds, as the coroner has not yet had time to perform an autopsy.

Geralt: *We are interested in this body. It is... Very perversely desecrated.*

Coroner: *I know that one of those killed this way was the Carpenter. He spent all day in his workshop on the corner of Rogalna.*

Triss: *It's near the alley where Blanka was attacked. Opposite this workshop are the washerwomen and it's behind their stand in gate Blanka was apparently attacked.*

Geralt: *Who were the previous victims?*

Coroner: *Talk to Eustache. He's collecting corpses. You'll find him around the corner. To the left of the gate exit there was another massacre of wizards. When I finish the autopsy and find out something new, I'll send a messenger. For now, you can leave through the normal exit.*

Triss: *I prefer the sewers. I have to get back to my research and I left my equipment downstairs. Good luck Geralt!*

Note: It's implied that the Coroner also asks Geralt what he thinks about the wounds on the body of the deceased (salamandra egg, formaldehyde, etc...) as a

way to test Geralt deductive reasoning, like in the previous version, but there is no way of knowing what specific lines from that version were refurbished here. The coroner walks Geralt out, telling the guard that the witcher is working with him on a case and he's not to be disturbed.

Ambush at the Scene of the Crime

Geralt goes to the alley where Blanka was attacked. Here he starts looking for clues. He finds a brazier, on the ground. Near it, a strange message. A kind of sermon. Ropes which are intact, visible traces of blood from the abrasions. Geralt thinks it is strange, because the bonds are tight, and asks himself how Blanka could've managed to free herself. He finds traces of footprints, leading to a wall that he must've jumped with incredible agility and athleticism. Geralt notes that even he couldn't make it. Suddenly voices of thugs from behind, they ask a woman if he's the guy they are looking for, and then they jump him. Once Geralt has defeated the assailants, he talks with the woman there present. Her name is Whistling Wendy, and she's there because she wants to avenge Daisy, her friend murdered by this same mysterious attacker.

Geralt: *This wasn't where he attacked Stokrotka.*

Wendy: *Well... yes, but I thought a fresher lead was better.*

Geralt: *Tell me about Stokrotka.*

Wendy: *What do you want to know?*

Geralt: *How did she die?*

Zocha (i.e. Whistling Wendy) tells us that Stokrotka (i.e. Daisy) was found in a prayerful pose in front of a large burning tree - it was the fire that drew people's attention, it was so big that the entire area was bathed in bright light - like day.

Geralt: *Was she from here? Where did she live?*

Wendy: *Like most girls in her profession - wherever he goes, what's the difference - this son of a bitch supposedly hunts all over town.*

Geralt and Wendy discuss what happened. Wendy says a woman must have seen him, because she screamed and called the guards. The murderer then ran away.

Geralt: *I think he wasn't scared by the scream. He was probably interrupted in his ritual.*

Wendy: *How do you know?*

Geralt: *First of all, the red-hot brazier, secondly, I found a note with a strange message.*

Wendy: *Apparently this lunatic writes his wisdom and leaves it at the crime scene.*

Geralt: *Lighting a brazier takes time. The murderer carefully plans his crimes. He chooses the right place and only then catches or brings in the victim.*

Carpenter and Corpses

Geralt next visits the place where the carpenter was killed. There he meets his brother, Goibur, to whom he asks some questions. Apparently there was a pile of statues that were set on fire. People ran to put out the fire before it engulfed the city and there they found Glebur's corpse. Geralt asks to look around, and then he investigates the place to find some clues. The murderer caught up with Fabian in the workshop. There was a scuffle, but he overpowered him and then tortured him. For a long time. Traces of formaldehyde, eyes gouged out. There is little blood in the yard. There is a bit more in the workshop, but far too little for a man whose chest was opened, Geralt concludes. Then he set up statues, set them on fire so that half the city would come to admire his work. The statues were made

by Glebur and are dedicated to deities of different religions. Symbolism of Eternal Fire's dogmas - There are many false religions. Humans and nonhumans invent gods in their own image, but only the Eternal Fire is truly divine. Glebur carved statues for other religions

Geralt then visits Eustache, the corpse collector. He finds him at the site of a massacre, among corpses.

Geralt: *How did the massacre happen?*

Eustache: *The Temple Guards have located the hideout. The cowardly wizarding mongrels didn't want to fight, so they took one sorceress and started quartering her in front of them. That provoked them and they started fighting... That's all that's left of them.*

Geralt: *You collect dead bodies, so maybe you noticed something interesting...*

Eustache: *It depends on what would interest you.*

Geralt: *I've heard a lot about a series of strange murders.*

Eustache: *Yes. All identical. The chest is torn in half. Heart taken out... A hole in the neck... I always check the neck carefully to see if any pendant has survived. What else... Oh, eye sockets with burnt coals... Someone told me that new content appears with a new corpse. In the place where he was murdered. And so... Everyone's talking about it as if there were no more important topics.*

Geralt: *Do they all have the same text?*

Eustache: *Well, maybe... I'm too stupid for such puzzles.*

Note: It's unclear when the following part happens. It is placed here in the summary because Dandelion mentions that Triss gave him the location of Geralt, so it's in a place that Triss knew Geralt would've visited

Dandelion meets Geralt excitedly and says that he was looking for him everywhere until finally Triss told him where he could find him. Geralt asks what happened and Dandelion replies that he has a poem that's been going through his head and he has this inner feeling that he has to tell it to Geralt. The poem tells about Geralt's earthly activities - about the wounded Blanka and tracking down the murderer and visiting the places of their crimes. At the same time, it is a challenge thrown in Geralt's face by the murderer. The dogma used - The Light of the Eternal Fire is bright and reveals what is hidden. That's why his enemies are those who try to falsify the truth: dopplers, because they take other forms, wizards, because their magic changes the true reality.

Geralt's Autopsy

Once Geralt finishes all three parts of the investigation, a messenger appears, carrying a note for Geralt. It's from the Coroner, who asks the witcher to return to the Morgue. The coroner is cleaning up after the autopsy, notices Geralt and greets him.

The coroner begins to "examine" Geralt. Each part of the exam begins the same way - the coroner mentions some aspect of the torture the victim suffered, and Geralt is to use the knowledge gained at the crime scene to correctly interpret the murderer's intentions.

Note: The scene is mostly DEBUG, indicating that it was never properly fleshed out before the release. The Coroner's examination of Geralt consisted of some questions where the players had multiple answers, where the only correct answer was just one. The lines reported below will only refer to the correct answer

- Why do you think Geralt, the murderer, burns out his victims' eyes?
    - Because they saw something they shouldn't have

        - **Geralt:** *The eyes are tainted by the fact that they saw something they shouldn't*
        - **Coroner:** *What do you think, did they see the face of a murderer or some event?*
    - The face of a murderer
        - **Geralt:** *I think the murderer is protecting his identity*
        - **Coroner:** *For an elusive murderer, he really must pay little attention to his face since all his victims saw it and were later sentenced to have their eyes removed as penance, don't you think? No, I think the problem lies somewhere else.*
    - Event
        - **Geralt:** *I think this is an event that connects all the victims*
        - **Coroner:** *My thoughts exactly. The only question is what connects the pharmacist, the carpenter and the prostitute?*
- Returning to burning out the eyes, such an action hurts terribly, how do you think our murderer silences his victims?
    - Formalin - available only after examining the clue
        - Geralt replies that the Murderer most likely pours formalin down the victim's throat, which causes shock and swelling, which he then bypasses by performing a tracheotomy.
        - The coroner is impressed, he says that indeed significant traces of formalin were found in Blanka's throat and stomach.
- Geralt asks about the salamander egg. The coroner states that this is most likely a strongly symbolic element. It could mean rebirth in fire, revenge, anything. What does Geralt think?
    - Rebirth
        - Geralt answers about the symbolism of the salamander egg, rebirth in fire, symbolism of replacing the heart with an egg.
        - The coroner agrees and points to the symbolism of the Eternal Fire.

- Geralt asks about the small amount of blood in the Carpenter's workshop. Something like opening the chest should have spattered the entire area with blood. Daisy also looks pretty well preserved.
    - The coroner admits that indeed - the victims were drained of all blood, and balsamic fluid was injected in its place.
    - Geralt states that it's a lot of work, and dirty work at that, which takes a lot of time
    - The coroner doesn't comment.

Regardless of the exam result, the coroner gives Geralt a metal tube that he supposedly pulled out of the victim's body. The content of the letter is a poem about Lady Vegelbud who gave everything to fire and it took everything in return. It is supposed to oscillate around the dogma that Eternal Fire has no beginning or end, the Eternal Fire is not limited by anything, not even wealth. The coroner informs Geralt that it is in this estate that the aforementioned Lady Vegelbud lives and that this estate is located behind Novigrad.

Confrontation with the Murderer

Geralt then rushes to the Vegelbud estate outside Novigrad. There he asks the guards to talk to the Matron, as her life is in danger. The guards agree, but send the witcher to talk with Lady Ingrid, her daughter. Geralt talks about the message from the murderer and that he has to see Patricia. Ingrid asks him to follow her. Passing through the courtyard, the witcher notices a huge lit pyre. He asks Ingrid what's that about. She explains that Patricia had an argument with the priest of her group, Nathanel Pastodi.

Ingrid explains - because according to Patricia, not only the gesture itself is important, but also the act of surrendering to the fire it's not enough that she left them everything she owns, she must make a physical sacrifice to the fire to cleanse her soul. Ingrid states with brutal honesty that she thinks it's complete idiocy, but you can't choose your parents and you have to love them.

Ingrid and Geralt arrive at Patricia's room. Ingrid enters first, asking Geralt to remain outside. Geralt obeys, but his attention is quickly caught by Ingrid's scream. Geralt rushes in. Patricia has been murdered, and the perpetrator is still there, he just ran out of the other door.

Geralt gives chase, and catches up with the murderer, who stops. There is a conversation with the murderer - we don't see his face, he is dressed differently than the coroner, he stands with his back to us. The murderer greets Geralt and asks what he thinks of his latest work. If the player decides to talk to the murderer, this is the only place in the quest where they will get a direct, honest answer to one of the questions.

Choice line: Why are you doing this?

Geralt: *Why are you doing this?*

Coroner: *Because the Eternal Fire is the only hope for the salvation of humanity. Dirty, weak, tainted humanity*

Choice line: Why this way?

Geralt: *Why so? What's the point of this ritual?*

Coroner: *To send a message. So that those who can be saved can read it.*

Choice line: Who are you?

Geralt: *Who are you?*

Coroner: *Messiah, sage, old man, teacher.*

He praises Geralt if he passed his examinations, or scolds him for being a bad student.

Note: Due to some lines being overwritten, it's not clear the dynamic of this fight. Some later dialogues hint to the fact that the man Geralt talks to is not the actual murderer (aka, the Coroner), but another man hypnotized to act as the murderer, like a puppet.

The guards catch up to Geralt, thinking he's the murderer, and escort the witcher back to Ingrid. The Vegebuld lady reprimands the guard for the mistake. Geralt mentions that the man was hypnotized, and that the murderer has abilities that are unusual for a normal person. Geralt aks to examine Patricia's room and her body

Geralt: *The victim was restrained but did not fight. There are two small wounds under the bonds. The chest was cut open with surgical tools and there was very little blood. Eye sockets are burned with coal.*

Geralt: *Traces of whipping on the back... Old scars and fresh wounds... Something new. Was she mortifying...?*

Geralt: *Silver dagger. She defended herself. That's probably why it took him longer... And he almost fell.*

Geralt concludes that pain is part of the ritual, the murderer uses formaldehyde to burn the throat of the victim to avoid commotion and then performs a tracheostomy to keep them alive long enough to complete the ritual.

Geralt and Ingrid talk about Nathanel Pastodi. First, the topic of Nathaniel, giving Patricia's house to Nathaniel for his use, returns. Ingrid bets that the slimy scoundrel is just moving in. Geralt asks if Nathaniel could be a murderer. Ingrid says that Nathaniel has now ONLY received the estate. The church was to take

over the rest of the estate only after Patricia's death. There is a theory that maybe Nathanel was not satisfied with the estate and did not want to wait that long for Patricia to kick the bucket. Geralt asks where he will find Nathanel. We get the address and Ingrid wishes us luck. Suddenly, a guard shows up, panicking. He informs Ingrid that Witch Hunters are arriving.

Guard: *Madam! Madam Ingrid! Hunters... [freezes in shock in the doorway seeing dead Patricia]*

Ingrid: *Speak, man! What, Hunters?!*

Guard: *Witch Hunters have come to arrest the Witcher Master under the pretext of murdering Patrycja Vegelbud.*

Ingrid is outraged, shocked, thrown off balance. She runs out of the room, shouting at Geralt to run after her. The Whitebridge guard greets Ingrid and offers his condolences for the death of her mother, commenting that she caught the murderer quickly. Ingrid is boiling with rage and grief and tells the Guard that it's interesting that they knew about the Mother's murder before the Witcher even showed up at the estate. The Guard is confused and asks "how come?" He says that they received news of the crime a few hours ago and since then they've been rushing at breakneck speed from Whitebridge. Geralt can either respond calmly or talk back which leads to a fight.

Confronting Nathaniel

Geralt goes back to Novigrad, to Nathaniel's house. The priest is not at home, so Geralt has to talk with the gatekeeper. Eventually, after a bit of maneuvering, the gatekeeper reveals that Nathanel went to drink away his success and is having fun with whores in his favorite brothel, Crippled Kate’s.

Geralt can also bribe him, and in doing so he has access to the house. Searching it, he finds a letter revealing a relationship between the murdered prostitute Daisy and Nathaniel. He also finds a bottle of formaldehyde.

Geralt goes to the brothel near the port, and if he arrives during the day he finds Whistling Wendy. Geralt brings up the subject of Daisy and the fact that she had an affair with Nathanieland now she's dead. Wendy replies that she knew about it but she didn't think that it mattered. Wendy replies that Nathaniel will come to see Skwarka in the evening. The witcher can wait alone, or Wendy can make his time more pleasant instead.

At night, Geralt enters Nathaniel's room. What appears in front of him is a terrible scene, with the priest having his back turned on him, standing over an unconscious girl. Geralt finds Nathaniel over an unconscious Skwarka, framed - although not quite - exactly as the murderer does. Nathaniel - still hypnotized - greets Geralt. Skwarka has a spike stuck in her eye, formalin poured down her throat, and a tracheotomy performed. When she found Nathaniel, he was preparing to gouge out her eyes.

Geralt can choose to attack, or talk with Nathaniel. If Geralt decides to talk, Nathaniel wakes up from his trance and realizes what he has done. Geralt begins a conversation about who and why hypnotized the priest, who is on the one hand panicked by what he did to Skwarka, and on the other hand tries to explain that he is not the murderer. Geralt replies that it is hard to deny the evidence - he nods significantly towards the unconscious Skwarka. Nathaniel assures once again that he knows nothing about the murders and did not even know the victims.

Geralt, in order to deny Nathaniel's claim that he didn't know any of the victims, pulls out love letters from Daisy. Nathaniel starts to get confused, but mostly he explains that he loved Daisy and would never do anything like that to her. Nathaniel begs the Witcher not to kill him, that it's not him and he has an alibi.

Geralt asks what alibi, let him say before Geralt ends him. Nathaniel gives the address of Sawa - one of the members of his rosary society - with whom he performed Stokrotka's last rites this morning, right after returning from the Vegelbud’s Estate. Sawa will confirm Nathaniel's version of the story.

- Three facts should be checked in the conversation: q308_nathan_sermon_1_read, q308_nathan_sermon_2_read and q308_daisy_nathanel_correspondence_2.

Geralt can either believe Nathaniel or not.

- If the player thinks correctly, another trance will be triggered and the alter-ego programmed by the Vampire will come out.
- If the player thinks incorrectly, a hypnotic command will be triggered that tells Nathaniel to attack Geralt.

Nathaniel falls into a trance once again and the programmed murderer alter-ego comes out. Hypnotized Nathanel begins to question Geralt about his motives The murderer, speaking to Geralt through Nathanel's hypnosis, ask him three questions

- Nathaniel asks Geralt what he thinks of his methods?
- ***Nathaniel:*** *Now that we've established that my actions are ritualistic, we should ask the question - why? What do I want to achieve?*
- ***Nathaniel:*** *So let's think about the message I want to convey. Each part of the ritual means something. Which of the elements do you think is the most important?*

And based on the quality of the answers, there are two outcomes.

- Nathaniel's hypnotized alter-ego considers the exam passed and gives him an invitation to the warehouse at the docks.
- Nathaniel's hypnotized alter-ego states that Geralt is an ignoramus and one big letdown. Hypnotized Nathanel attacks Geralt.

At the end, even if left alive, Nathaniel will be on the ground, unconscious.

Outside, Geralt meets Whistling Wendy, who says she knows Sawa through Stokrotka because she sometimes took her to his apartment. She knows they were up to something together but has no idea what. Wendy gives Geralt the address of Sawa's home.

Secret Society
Geralt arrives at Sawa's place, and when he enters it he sees Sawa unconscious, tied to a chair. The murderer didn't have time to finish the job as he fled when Geralt arrived. Von Gratz appears in the scene. Geralt, shocked by his sudden appearance, asks what the medic is doing there, but Von Gratz replies that there is no time, as he has to operate on Sawa immediately to save his life. He can reach him later at the hospital, after he has examined the scene.

At the scene Geralt finds a brazier with dying coals, which the murderer did not have time to light properly, the usual formalin, a salamander egg that he didn't have time to put in Sawa's chest and. The murderer left one of his tools in a hurry, a pair of bone scissors. Geralt returns to the hospital to talk to Von Gratz, he asks the medic what he was doing at Sawa's.

Von Gratz mysteriously replies that the witcher should follow him because he has someone to introduce to him. Von Gratz opens a secret passage in front of the witcher. They both enter the room where they find three medics there, waiting. Von Gratz introduces him to all those gathered, and then the men reveal themselves as vampires. Higher vampires. A conversation ensues, revealing that the Von Gratz and the medics were watching Geralt, and they discuss the nature of their psychopathic murderer. One of the vampires promotes the opinion that the murderer is also a vampire, while another points to another monster. Geralt can support or deny the theory about the vampire murderer.

- Another option that this dialog must handle is whether Nathaniel was killed by the player before this conversation and whether the conversation took place at all.

    - If the player killed Nathaniel, the Player has the ability to convince the vampires that the murderer was Nathaniel and not any vampire. If the player is extremely stubborn to stick to this theory, the vampires will become annoyed and will not offer the Player help.
    - If the player did not kill Nathanel but talked to him, he has an easier argument and can get to the point more quickly by convincing unbelievers that the psychopath is a superior vampire and can't handle him on his own - the vampires offer to help.

If Geralt had previously spoken to Nathaniel and passed his exam, he may now - but need not - admit to the vampires that he already has an invitation from a vampire. Geralt and Von Gratz then discuss Blanka's situation. Von Gratz describes prosopagnosia (the condition in which faces can't be recognized) and the possible negative effects it would have on a doppler. The vampire medic wants to know exactly what the murderer did to Blanka before operating, because there is always a chance that the murderer has done something that they won't detect before opening her skull, and by the time they begin operations it may be too late. He stresses that if the witcher really cares about her, he should make sure to interrogate the murderer about it. However, the decision to operate or delay it is entirely on Geralt. If Geralt believes that Nathaniel was the murderer and he killed him, Von Gratz will begin the operation.

Hypnosis
Note: The poem given earlier to Geralt by Dandelion hints at recovering the notes left by the murderer and solving a puzzle.

- Puzzle clue 2 - directs the player to the eternal fire shrine near the carpenter's workshop. It will indicate that the next clue will be nailed to a false god in the area.
- Puzzle clue 6 - directing the player to the tavern where the last victim died. simple invitation.

- Puzzle clue 3 - directing the player to the docks, to the chapel near which Daisy died.

It's unclear what this was about, but it is possible this puzzle led to ultimately finding an hypnotized Triss, similar to how Geralt finds an hypnotized Shani in the previous version, as a failsafe in case Geralt killed Nathaniel and then agreed the murderer was a vampire, or failed to answer the murderer correctly in the test.

Geralt finds Triss, under hypnosis. The following dialogue was written for Shani - and needed to be adapted to the character of Triss(e.g. how the sorceress got hypnotized and what it means.)

Geralt tries to wake up the hypnotized Triss. Triss keeps repeating a rhyme about a murderer and his victims. Geralt finally wakes up Triss with the "smacker. Geralt explains that she was hypnotized and what the last thing she remembers. Triss tries to remember but she can't. At one point, he notices that in his still clenched hand he is holding the same metal tube that was taken from Daisy. Geralt takes the tube from Triss, opens it and states that inside there is a message addressed to him. Geralt reads under his breath the address given in the letter - a warehouse in the port district, summing up that it's better to be prepared. Triss asks what's in the message. Geralt declares that he has been invited to a meeting with the murderer and that he should come alone. The dialogue ends.

Confrontation at the Warehouse

Note: The final events are missing from this version. Given the extreme work in progress of most of the scene content of the 2013 version here described, as it is mostly debug lines (used by quest designers to describe the content of the scene and give directions for writers, who came later to fill them with proper dialogues), it is possible that the ending was never developed. The following

events are then taken from the 2012 version. Given the extreme similarities between the two versions, it is unlikely the events would've been much different.

During the conversation, Geralt says that he thinks it all began the night the eternal flame went out, showing to the people witnessing it that it wasn't so eternal. The coroner disagrees. He claims he's a higher vampire and he deeply believes in the Eternal Fire. That they are the chosen ones of the fire because, like it, they are eternal. That the incident in the temple shook his worldview, but it did not weaken his faith. He knows that the torch is only a symbol, not the content of holiness. But the carpenter laughed out loud at the sight of the dying torch. So he had to kill him. And then he realized that he had a mission to fulfill. According to the coroner, each body is a letter to the world, a letter about repentance and salvation, about being reborn by the fire.

If Geralt warned von Gratz, he will arrive with the vampires and put an end to the confrontation. Claiming they will trial and execute the vampire for the shame he brought to their species. Geralt leaves the building.

If Geralt answered in a positive way during the exam and convinced the coroner that he understood the nature of the killing, the witcher can counter the arguments of the coroner, showing the futility of his acts, that he's deranged and he too needs to be reborn. The coroner will be swayed to commit suicide and asks Geralt for help. In exchange he reveals he stuck a piece of metal near Blanka's brain, under the eye, and it needs to be removed if the operation was to be successful.

Note: It's not clear what happens if Geralt goes to the Warehouse without warning Von Gratz or without gaining the help of the vampires.

Once Geralt has gained the needed information, the operation on Blanka will begin. If Von Gratz is unaware about the piece of metal stuck under Blanka's eye, then she will wake up from the operation with prosopagnosia.

She will never recognise not remember faces anymore. For a doppler, this means being stuck in her current body and never being able to change again. Blanka decides that she can leave like that, and asks Dudu to be euthanized.

Note: No scenes were found about the outcome of a successful operation

q309_casablanca - Now or Never

Author: Moonknight
Character List

- Geralt
- Triss
- Roche
- Corinne
- Margarita Laux-Antille
- Olivier

Persecutions
The streets of Novigrad are filled with Witch Hunters, vessing citizens and threatening minorities and suspected mages with being executed. The atmosphere is tense.

Geralt arrives outside Triss' house, but he stops before getting close. There are Witch Hunters all around the house. They are searching for the 14th of the hill, but they haven't found her yet. The White Wolf makes easy work of this nuisance, and enters the house. Triss, panicked and nervous, is looking for something.

Triss: *[to self] Damn it... They found me.*

Geralt: *Do you know that there are guards hanging around your house?*

Triss: *Everything's falling apart. I don't know where to start.*

Geralt: *What happened?*

Triss: *They locked all the gates, placed guards at every corner. All in one night. Then they started searching the city - street by street, house by house. hey stop anyone who*

even seems slightly suspicious. Mostly it's common folk with rabbit's-foot charms or lucky horseshoes... But sometimes they get it right, arrest actual mages...

Geralt: *I wonder if all this is happening on Radovid's orders...*

Triss: *I'm not sure... But it's probably no coincidence that the raid coincides with his visit. Yes... It will soon take over the city, that's clear. But first he wants to cleanse them of filthy sorceresses.*

Triss had already organized a plan to escape, now the problem is putting it in motion

Triss: *Yes... You see... Before this roundup started I managed to find a captain who was ready to take all the wizards to Kovir. He's still waiting for us at the port... We just have to get to him.*

But first they have to go to the Kingfishers, where the mages are waiting for them. Only two of them, Berthold and Anisse, are not there yet. Triss asks that they make a detour to go to them. Geralt can agree or try to dissuade her.

The Plan
Geralt and Triss arrive at the Kingfisher. Saving Berthold and Anisse results in the innkeeper, Olivier, getting killed by the Witch Hunters. If Geralt dissuades Triss, Olivier will still be alive.

Inside, they find Roche. He was waiting for them, as he was worried about Corinne. Triss says that he will find the dreamer inside, if she made it. They open a secret passage and go down to the basement. The mages there talk about the witch hunters and the persecutions, they are happy to see Triss. Roche embraces Corinne.

Margarita says they should get down to business. The hideout they're in contains all the mages they've managed to gather so far. Triss begins to explain the plan. She says that there is no turning back now, they have a knife at their throats and they must improvise. First, the sorceress explains what needs to be done: the mages will leave the city on ships that will be in port. Triss has been catching this transport for a long time. Unfortunately, they have to share - someone has to take care of the ships, someone has to check the way to the port. He says that thanks to the money from Patrycja Vegelbud, two ships are waiting for them in port - they could afford to pay for all the formalities. The only thing you need to do is go there and make sure that the way to the ships is clear and they can go there.

Roche joins the dialogue. He says that his beloved Corinne is now safe, and he would like to repay her for her help somehow. He will take care of the ships.

If the player didn't do **sq301_triss**, Triss' personal side quest, the mages inform Geralt that the ship has been commandeered by the Hunters - this is connected to the fact that the player did not complete **sq301_triss**. The mages cannot all fit on the second ship.

Triss explains that she and the mages will go through the sewers. Olivier says that this hideout connects directly to the port. Of course, Triss will check the passage first, and then the mages will go through it. Geralt asks if Triss checked it. She says she didn't have the chance, and now she has to go this way, there is no safer way for a large group of mages. Besides, Triss trusts Olivier, she doesn't know why he would lie to her. Triss says that they first need to gain access to the second ship, only then will they know if they can move through the channels. He asks the witcher to help Roche.

Geralt can choose to go with Roche to take care of the ships or go with Triss through the sewer.

Note: This doesn't seem to be a crossroad with two mutually exclusive paths. Rather the player can choose to help Roche or go directly with Triss, skipping a section of the quest

If Geralt goes with Roche, Triss tells the witcher that this is their farewell then, for now. Once they get the ship, the sorceress will be waiting for the witcher to return. She wishes the witcher good luck, which Geralt reciprocates.

If Geralt goes with Triss, Roche says he'll manage, they'll meet on the ship when Triss and the witcher go through the channels. Both of them say goodbye to Triss, to the witcher, and leave the dialogue.

Roche Path
Geralt reaches Roche on a beach. He stops near the ship and the Hunter patrol. Roche says they should come up with a plan or look around. There are many Witch Hunters and they are well armed. Geralt doubts that a larger plan will help, he thinks it's better to attack them now, when they're not expecting it. Roche asks Geralt if he heard the conversation between the hunters. They say that they brought down from the ship some powder barrels.
A fight ensues, and while Geralt and Roche are dealing with the Witch Hunters, a member of the crew shouts to them, begging them to help their captain, which is being held by the Hunters near the rocks. Geralt and Roche rescue him.

He asks the witcher and Roche, who are they anyway? They just killed a group of Witch Hunters together. Geralt says they were sent by a sorceress, for whom the captain and crew came here. Roche says that it is not time for talks, they are to go to the port immediately, the mages are to be waiting there soon. He asks the witcher if he is ready. He says that they have to make up for the delay, let them sail with them to the port as soon as possible, the mages will be there in a moment.

Roche says to Geralt that he should go to Triss now and check the sewers. He and the ship's captain will make sure nothing more happens to the ship.

Escape Through the Sewers

Geralt: *I have good news... The ship is already waiting in port.*

Triss: *Did you have any problems?*

Geralt: *No big deal. But if the news of our visit to Temple Island spreads through the city before we get you all on the ships... Then we'll have a lot of problems.*

Triss: *I'm ready. Let's go.*

Margarita: *See you at the port. Take care.*

Geralt and Triss venture in the sewer. They talk, Geralt asks her why Olivier is helping them and if she can trust him. She says he's a man working for the King of Beggars. The King of Beggars helped her when she came to this city, and he also helped hide other mages. Triss has no reason not to believe Olivier.
The duo reaches a dead end. Triss begins to despair, but Geralt hits a wall with Aard. They enter the hole and end up in an old library, unknown to most.

Amazed, delighted - they enter a room that must have once belonged to a library. There are ruined shelves and rotten books. There is rubble and dust everywhere. It is clear that no one has been here for years, there is no entrance to the top. It must be a forgotten part or a remnant of the previous library. Geralt says in cities, new buildings always rise on the ruins of old ones. This part must have survived somehow. Geralt says it is better to look for a passage.

They move forward, but soon Geralt stops. He heards rats, a lot of them. They are moving under the main market square, near to where Carlo Varese lives. They feed on the bodies dumped there by the criminal. With Triss' magic, they overcome this obstacle.

After fighting a Katakan who made his nest there, they reach an exit. Geralt wonders how the rest of the mages will get through here. Triss says they'll manage just as they managed.

They exit the sewer and reach Roche, who's waiting for them

Roche: *Well, finally... Is the path through the sewers safe?*

Geralt: *Now, it is.*

Roche: *Good. Henke! Run to Kingfisher and tell them they can go down!*

Geralt: *Are you also expecting trouble with the Hunters?*

Roche: *What? A... Maybe... Although I didn't see any at the dock. That could be a good sign... Or a very bad one.*

Triss: *You guys talk it over... I need to have a word with the captain*

Roche: *So are you going to talk to her or not?*

Geralt: *About what?*

Roche: *It's not about the superiority of trebuchets over ballistae! She was waiting all the time... Until... You know. For you.*

Choice line: If you're so smart, talk to Corinne.

Geralt: *If you're so smart, talk to Corinne.*

Roche: *That's something else*

Geralt: *Mhm. Of course.*

Choice line: Maybe later. When the time is right.

Geralt: *When the time is right... Somehow later.*

Roche: *Triss will be in Kovir later.*

Choice line: Triss and I are a thing of the past.

Geralt: *Listen... Triss and I are a thing of the past.*

Roche: *Is this about this Yennefer? I don't know her... But I know Triss. And that's enough for me to see that you're a blockhead.*

Geralt: *If you're so smart, maybe you'll talk to...*

Roche: *Hush...*

Corinne: *I'm here... The rest will come soon...*

Roche: *Good. You have to sail away from here right away, because...*

Corinne: *I'm staying.*
Roche: *Are you crazy? You know you won't be safe here…*

Corinne: *But I'll be with you.*

Triss shouts from the other side of the ship.

Triss: *Guards! Guards are coming!*

The group successfully fights the Hunters, and Roche thanks Geralt for the help. The former Temerian commander says that this was surprising. First, they boarded the ship under the guise of control and then captured the crew. Triss begins to panic. She says that in that case the rest of the mages are in danger, they have to go back. She asks Geralt to come back with her.
Geralt and Triss rush back. They hear chatters from the Witch Hunter not far from them.

The first hunter says they have to go through this channel, the mages shouldn't be far away. The second and third groups are already operating in their positions. Another hunter says someone is coming. He says it's Triss Merigold herself. It’s their lucky day today. Triss and Geralt dispatch this group of Hunter and enter a smoke room.

Geralt, with admiration, sees that Triss has dealt with two hunters. Triss draws attention to the smoke. These could be dimeritium bombs used by the Hunters. The smoke must have chased away the rats, they're gone. Triss sees a dead man, and says with fear that it's one of the mages. They have to move on and hear fighting noises in the distance. Geralt and Triss rush to help the other mages.

Margarita is there, fighting with a summon of an unknown creature. She asks Geralt and Triss to help, saying she's glad they are there. Once the fight is over,

Triss reprimands Margarita, saying that this branch of magic is forbidden and not safe. Geralt asks what kind of creature was that.
Margarita says she summoned this creature from another reality. It attacked the Hunters as she wanted, but then it got out of control. She says the Hunters entered through the Kingfisher, and attacked immediately. The Mages decided not to wait for Triss's confirmation that the way was clear. They went ahead. Then it turned out that the Hunters were also in the further part of the sewers. They must have known about their plan.

Triss replies that it doesn't matter now. Margarita says she will check on the wounded and join them soon after at the port.

This way to the roof?

Margarita: *Farewell, witcher. I'll remember what you did for me. Now... And when I was in Menge's hands.*

Geralt: *I'll remember you, too. Always with a smile.*

Roche: *Everyone is on board now. You can raise anchors.*

Triss: *Thanks, Roche. Many...*

Roche: *No time for politeness. Get on the ship.*

Triss: *One last farewell.*

Geralt and Triss bid each other farewell. Geralt can let her go, saying he hopes she will find happiness in Kovir. Or he could ask her to stay.

Note: It's not clear if she fakes out sailing with the others like in the release version or stays right away.

If Triss stays, they will move to a lighthouse, where they will watch the ship sail away, talk of the future they plan together, and make love. Afterwards Geralt says he has to go search for Ciri. Triss would like to come with him but she still has obligations in Novigrad with the King of Beggars, who organized the mage's departure. Geralt doesn't like the idea of her staying in Novigrad after all this, he invites her to Kaer Morhen, hoping she could go there as soon as possible.
If Geralt and Triss bid each other goodbye, Geralt will find himself alone at the dock with Roche and Corinne. Roche is sympathetic to him.

Roche: *Geralt... It's none of my business, but... Well, I heard what happened. I would stay here with you, but you understand... Corinne and I...*

Geralt: *I understand. You deserve a moment alone.*

Roche: *And you? What are you planning?*

Geralt: *Me? I don't know...*

Roche: *Go to Dandelion and Zoltan. They're probably wondering what's up with Triss...*

Corinne: *And you look like you need some company.*

Geralt: *Take care... Hopefully politics won't get in your way anymore.*

Roche: *Hopefully. Until next time, Geralt.*

Velen

q106_tower - A Towerful of Mice

Author: Moonknight
Character List:

- Geralt
- Keira
- Annabelle
- Graham
- Ghosts

Finding Keira
Geralt arrives at Keira's hut, but as the Pellar said, the place is empty. Traces of boots on the ground, door's been forced, while some of the sorceress's things are on the floor. Something catches the eye of the witcher, a note.

"Geralt, remember where our last expedition began? Look for me on the other side of the lake."

Note: This note still exists in the game files, but it is unobtainable through normal means. See https://witcher.fandom.com/wiki/Letter_from_Keira

Geralt concludes that the Witch Hunter arrived and took the sorceress by surprise. She didn't have much time to organize an escape, so she had to flee, leaving her things behind. The place where their last trip started are the mines on the west side of the lake, so Keira must have taken refuge on the east side.

The Curse
Geralt ultimately finds Keira in an abandoned village named Drudge (Note: This settlement still exists in the final game, but it’s mostly empty and the setting of a

small quest named “A Dog’s Life”). She then talks with Keira and asks her about the curse

Geralt: *Pellar told me you were interested in the island. Tell me what happened.*

Keira: *Fine, but all I know are rumors. There was a massacre on the island. It's been swarming with wraiths since. It happened after Nilfgaard forces came into Velen. Peasants fought against the noble's men. Barely anyone survived.*

Geralt: *More are dead than alive in Velen, but the only cursed place is the island. Tell me about the curse. What's causing it?*

Keira: *If I knew that I'd already tried undoing it. I want the curse gone as much as anyone.*

Geralt: *Why do you want the curse gone?*

Keira: *I have my reasons. Probably not as important as finding Ciri, but still… A mage from the island was a friend of mine and…he didn't deserve to become a wraith.*

Geralt: *Nice to see you getting close to other people like this. Didn't think you were the type…*

Keira: *Because you don't know me all that well, Geralt.*

Keira says that a powerful magical aura surrounds the island. She recommends using the lamp she retrieved from the mines to talk with the ghosts and get information. She also gives Geralt a tool to communicate instantly on long distances. Lastly, she had bought a boat from a boat builder and it is moored at the shore, next to the village. Geralt can use it to get to the island.

The Island of Mice

Exploring the island, Geralt finds weapons on the ground, which tell the witcher that the peasants didn't come peacefully on the island. The ghosts, seen through the light of the elven lamp, reveal the last moments of the attackers. Geralt explores the island and the tower, when he also hears the last moments of the former ruler of that land, and in the end he arrives at the top floor.

Geralt and Keira speak. The sorceress asks if Geralt is seeing a laboratory. If Geralt says no, meaning he hasn't found it yet. He comments on traces around the room, they smelled like sulfur and spirit. However, the room looked poor, not something that would resemble a typical mage laboratory. Keira states that, in that case, we are unlikely to have reached the top floor, since the magician's laboratory should be there. The entrance to it is apparently hidden and Geralt needs to look at the marks on the walls. This could be the key to getting higher up.

After fiddling with mechanisms, Geralt unlocks a secret entrance, leading to a staircase going to the upper floor. There, he finds the laboratory. The witcher notices human remains on the floor. He puts the lamp down, the light facing the human bones. A ghost appears, and notices Geralt.

The witcher questions the ghost, which is revealed to be that of Annabelle, the daughter of Vserad, the lord of the Tower. He asks about Alexander the mage, about what happened there. She answers, claiming her father couldn't take everyone off the land, feed them, protect them, but the peasants didn't understand that. They thought they were there celebrating, having supplies and laughing at their misery. And so the peasants came there to rob and punish them. They murdered everyone, except her. She took a potion given to her by the mage, and she fell down. When she woke up again she was paralyzed, and died eaten by the rats.

Annabelle asks the witcher to bring her bones to Grahams, her past lover. Geralt can accept, and doing so will end up with the death of Graham and the release of the Pesta. Geralt can also see through the deception, or reveal it if he tries to leave the room. After fighting the Pesta, he's contacted by Keira Metz, which reveals that Graham lives in the village of Rudnik, on the shore of Lake Morzycko. Geralt visits the village and finds the fisherman, convincing him to come with him to the Tower. The meeting between Annabelle's ghost and Graham will result in the lifting of the curse, freeing the place for the celebration of Forefathers Eve.

q107_swamps (B) - Return to Crookback Bog

Author: Moonknight
Character List:

- Geralt
- Pellar
- Baron
- Janek (Johnny)
- Witch Hunters
- Tamara
- Graden
- Anna
- Downwarren woman
- Ealdorman
- Lorrin

There are two notable versions of **q107_swamps** developed for this version of the game. The later one, version B, is presented here, while version A is included in the Extras section.

Arrival at the Pellar's Home
Geralt arrives at the Pellar house, but then he stops, noticing Witch Hunters all around. He stays out of sight, observing them and listening to their conversations. The Baron with his men is also there, talking with her daughter Tamara.

Baron: *Listen to me, child. I know I haven't been a good father. I've made mistakes. But that was the old me. I've changed…*

Tamara: *Do I look stupid? You said the same to mother. And how did that turn out? You didn't even bother with helping her.*

Baron: *Didn't bother, have I? We'll see about that.*

Graden: *We're wasting time. Let's go.*

Baron: *You stay out of this. They came for your neighbors! They're evil men, can't you see?!*

Tamara: *Well, you're evil!*

Baron: *I'll change. I'll do anything. Just come home!*

Tamara: *This conversation is over. Let's go.*

Graden: *Lorrin! You and a few men stay here. The rest with me. To Downwarren!*

The Pellar, who so far had stayed behind a fence trying to find the right moment to sneak out, gets down from the fence as the hunters leave. Geralt moves after the Pellar, and he starts to walk faster.
The witcher pounces over him, grabbing his arm, scaring the old man.

Pellar: *Aah! Oh, it's just you witcher. I nearly wet myself...*

Geralt: *What's up?*

Pellar: *Wish I knew. Nothing good, can tell you that much. Hunters came from Novigrad and started asking questions.*

Geralt: *About?*

Pellar: *People seein' witches around, or feedin' goblins, if they keepin' an eye out for the children. Bastards asked me if I was doing any witchcraft or the sort...*

Choice: What did you say?

Geralt: *What did you tell them?*

Pellar: *I rather like my skin. I told them I'm but a simple man and haven't the slightest idea about witchcraft…*

From this point on until the end of the conversation the Pellar keeps checking the surroundings constantly, frightened.

Pellar: *No telling what them hunters might do if you speak your mind. They've plenty of fire if I did, they have…They got evil in their eyes. Nothing but blood and fear'll come of this, I tell ya.*

Choice: I need to perform the ritual.

Geralt: *Probably not the best time, but I need your help. I have to perform the Forefathers Eve ritual.*

Pellar: *Have gone bloody mad, witcher? You plan on asking the hunters for help as well? Out of the question. Unless you're in a hurry to burn. I'm not. Mouse Island is cursed besides, it is, and the ritual needs to be done there.*

Geralt asks about this curse, and the Pellar explains the history of the island, how the Lord who once lived at Crow's Perch fled to the island once the war started, and from there he hoarded provisions and refused to share food with the starving peasants. There was an uprising, and the place has been cursed ever since. He also mentions that the witch from the Underholts, Keira Metz, also took an interest in this curse, but she fled once she knew about the Witch Hunters coming around. Her current whereabouts are unknown.

Geralt asks if without the Hunters and with the curse lifted, the Pellar would perform the Forefathers' Eve ritual. The Pellar agrees, and so the witcher sets off in the direction of Downwarren.

Where is Anna?
Geralt can visit the Crones' Village before going to downwarren. Here he can search for Anna, but he will only find the place to be completely empty.

Once he arrives at the village of Downwarren, he finds Graden and the Witch Hunter talking to the peasants. Two different situations would have developed based on the decision made in **q105_witches** in Act 1.

The Village was Spared
In this version Graden is interrogating the Ealdorman, asking about the quality of their last harvest. The head of the village complains about it, but Graden notices that the quantity of the harvest is still higher than in other villages.

Graden: *I think you're getting some help from the Forest Ladies... Same ones as in the Boughms.*

Ealdorman: *Never heard of any of 'em Forest Ladies. They must be some lies.*

Graden: *Lies have no legs.*

Ealdorman: *Well they, sir... The people just...*

A crying woman runs in and throws herself to Graden's feet.

Woman: *Sir! They sold 'em my boy! For a bag of wheat!*

Graden helps the woman from her knees and speaks to the ealdorman while two of Graden's men grab him by his hands.

The Village was Attacked
Geralt finds the village of Downwarren destroyed. A massacre took place. Graden speaks with a shocked ealdorman.

Graden: *Who attacked you?*

Ealdorman: *The Black Mare came… Ghastly creature, huge… Madness… People started killing each other. Neighbor…Child…*

Geralt: *The forest's spirit. Makes people go mad. Revenge on those who wanted to kill it.*

Geralt, Graden and Tamara greet each other if they previously met, otherwise they will introduce themselves. Geralt goes soon to business. He explains that the source of the problem is inside the swamp, not here. Tamara explains that they are trying to find her mother, but Geralt advises her, Anna can be different from how Tamara remembers her. The girl is resolved, she says she will do anything to find her and save her. If Geralt visited the Crone's Village before, he can tell them that he was there already, but didn't find anyone. They also talk about the discussion Geralt witnessed before near the Pellar's location.

Geralt: *I saw you talk with your father.*

Tamara: *Someone must have told him I came back. He wanted me to come home.*
Geralt: *Did you forgive him?*

Tamara: *Would you forgive someone who wronged you all your life?*

Geralt: *Was it that bad?*

Tamara: *It was different when I was little... My parents used to love each other... But their love died out, and when mother went missing he didn't do anything to save her. But left her stranded in the swamps. Didn't bother him at all.*

Geralt: *He hired me*

Graden asks for the witcher's help. Geralt can agree, but also ask for a reward. Graden offers a sack of coin, or a book of formulas that he claims they requisitioned from a mage in Novigrad.

Finding Anna
Graden speaks to his men, prepares them for the confrontation with the Crones.

Graden: *We're heading for the swamps. Keep your eyes peeled and stay together! This time it won't be a joke. These are dangerous and powerful beasts, you have to have eyes in the back of your head. We have to prepare for the worst.*

The witcher and the hunters make their way through the swamp, fighting the occasional monsters, and arrive at the Crones village. Sounds of fighting, screaming, can be heard from afar. The Baron and his men are there, fending off attacks from the monster. Geralt and the hunters join the frey.

Baron: *Geralt! I thought you left!*

Geralt: *Had to come back.*

Baron: *You're a sight for sore eyes! Can you help?*

Geralt: *Don't have a choice.*

THE WITCHER WILD HUNT

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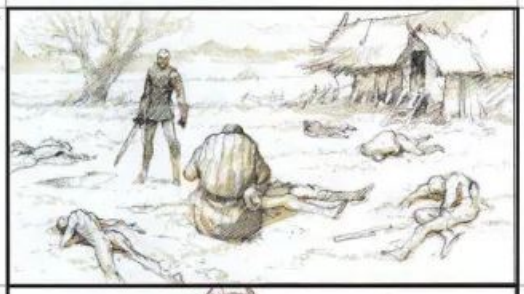
SHOT		Int Ext
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THE WITCHER WILD HUNT

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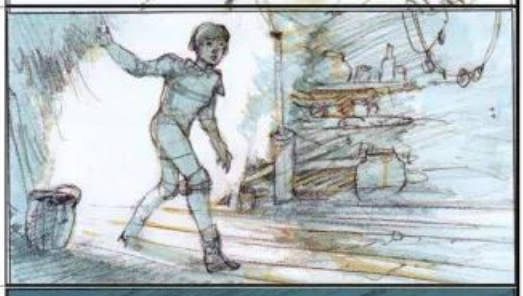
PANEL		Int Ext 
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THE WITCHER WILD HUNT

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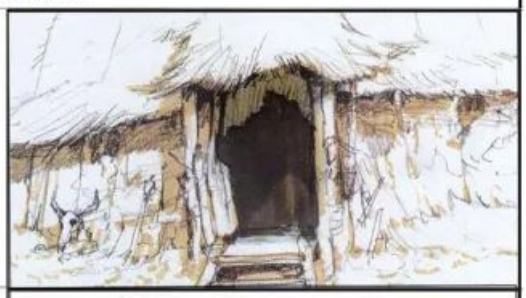
SHOT		Int Ext 
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After the fight, Tamara and the Baron begin to argue. He claims he came back to save Anna, Tamara scolds him because he's drunk again. They find Anna, and she can be in two states based on the choices done in **q105_witches**, either crazy or transformed into a monster.

Tamara: *Mother!*

Anna: *Little…Girl…Noooo! Big!*

Tamara: *Mother, what's wrong?*

Anna: *Aaah!*

Anna's mark, the one given to her by the witches, lights up, and she screams in pain. Geralt, ever vigilant, scans the area as a mist rises. Tamara recognizes it, a similar mist arose when a beast kidnapped her mother. A terrible howl is heard in the distance. Geralt tells everyone to stand ready, it's a fiend, it will be a difficult fight.

The beast approaches, and everyone begins to fight for their lives, among the ethereal comments from the Crones, heard through the mist, whose goal is to demotivate the fighters. When the beast is slain, the attention of the people there is focused on Anna.

Saving Anna

If Anna is in human form, the Baron expresses the desire to bring her home with him. Tamara is against it, but Anna, in a moment of lucidity, gives her consent to the idea. The Baron leaves, and the Graden claims he will leave as well, for Novigrad.

If Anna is in the form of a monster, then Geralt claims that he thinks this is the result of a Crones' spell. If leave the group, to go find Johnny, who he thinks might know what happened. Johnny is not in his lair, so Geralt searches for clues and follows the footprints left behind, ultimately finding the Godling in hiding.

He asks why and if he knows what happened to Anna. Johnny says that the witches turned Anna into a monster as punishment for not keeping an eye on the children. He was in her village before it happened. They talked. Anna was very afraid of what the witches would do. She told him about one of the witches - Weavess, who took locks of people's hair to weave them into a magic banner and have power over their lives.

Suddenly, Anna's birthmark lights up and begins to hurt. It means that the witches are approaching. Anna tells Johnny to hide immediately. Johnny hides behind the furniture and a moment later the witches enter the cottage. Weavess approached Anna and unceremoniously cut off a lock of her hair and said that she should have watched the children more carefully. Then the witches lifted the tapestry, opened the door behind it and went through it.

Geralt asks if Johnny knows what's behind the door. Johnny says no. He says that some time after the witches went through the door, he gathered his courage and came out of hiding. Anna was sobbing, sitting on the floor. Johnny tried to comfort her, but Anna whispered to run away. Suddenly she began to writhe in pain and wheeze. She began to change. Johnny got scared and ran away. It's possible that the witches found out about his presence there and that's why they sent their servants after him. He says that he has to leave the swamp and find a new place to live.

Geralt comes back and explains what happened. Graden offers his help in searching for the Crones, but Geralt refuses. He works alone.

He enters the hut and finds the trapdoor that Johnny talked about. There are six dolls, with different features. Geralt must choose the correct one (in this case, the fourth). If Geralt makes a mistake, Anna dies terribly, being burned alive, among the terror of Tamara and the Baron. If Geralt chooses correctly, Anna reverts back to her original form.

Geralt goes back outside. Anna says she's glad we cut her off from the curse. She didn't want to live like this and she's glad she could say goodbye to her daughter and Baron. Anna is dying, the curse stated that she was to become a monster pet for the Crones, for all eternity. Her time is up, She says she's glad we cut her off from the curse. She didn't want to live like this. Geralt states that this is the perversity of witches, her time is up.

Tamara apologises to her mother, the Baron asks Anna for forgiveness.

With the issue resolved, Graden claims they will leave No Man's Land and return to Novigrad.

Aftermath
If Geralt returns to Crow's Perch, the Baron will be absent, and his men, now led by the Sergeant, are dictating law around the settlement, completely off the leash. Among the chaos, Geralt can encounter and stop a robbery and a rape attempt on a young peasant girl.

With the Hunters out of the way, Geralt can focus on the preparations for Forefathers' Eve.

Note: It’s implied that the Baron kills himself if Anna dies but the hanging scene is not yet in this version of the game.

q108_eve - Forefathers' Eve

Author: Moonknight

Character List

- Geralt
- Vesemir
- Pellar
- Uma
- Dudu
- Keira
- Bloody Baron
- Baron's Sergeant
- Wserad
- Alexander
- Avallac'h
- Yennefer
- Anna
- Wojtek

Meeting at the Tavern

Geralt arrives at the tavern (likely the Inn at the Crossroad) to meet with Dudu, Vesemir, Uma, and Yennefer (Note that Yen seems to be implemented late in this quest's development, and it is possible that her presence is depended on the current romance state between her and Geralt). The witcher approaches the table in the tavern where Vesemir and Dudu are sitting. The peasants around the tavern have noticed Uma, and make comments about the creature.

Velen Peasant 1: *This is a quadruped unlike anything else.*

Velen Peasant 2: *My brother-in-law's cow once had a calf that had two heads....*

Velen Peasant 1: *With a mutant sitting, sure what kind of monster....*

Velen Peasant 3: *Stupid! Witchers do not catch living monsters, they kill them*

Dudu hates Velen so far, and can't wait to leave. Yennefer agrees with this opinion, commenting on how, if darkness had a smell, it would smell like Velen. If Geralt hasn't done any preparation in Velen yet, Vesemir can tell him that he has located the area where Forefathers' Eve will take place, Fyke Isle. Once Geralt has finished with the preparations, he can decide to leave with the group or join them later. Just before they can move on, one of the peasants gets closer, and asks Geralt what kind of creature it is. The witcher, or if Yen is there, can reply sarcastically that Uma is an enchanted prince.

Forefathers' Eve

Geralt arrives at the place where Forefathers' Eve is celebrated. The witcher and the Pellar will have to listen to the lost souls of the dead and judge them. The souls will ask for a cure, and they will have to decide whether to forgive or curse. This will be done through offerings of symbolic items.

- *Heart of a hawk*. Symbol of courage. A cure for a spirit that turned out to be a coward while alive.
- *Aloe leaf.* For those who have committed the sin of fanaticism and blindness.
- *Scones.* It will help the spirits who, during their lifetime, were wallowing in wealth, while their neighbors suffered privation and hunger.
- *A quart of vinegar.* For those who have not experienced bitterness in their lifetime.
- *A spoonful of honey.* If a soul has suffered poverty during its lifetime and has never known sweetness.

The Pellar focus his attention on Geralt, He says that to participate in this ritual is an honor, and asks if the witcher accepts it. He does, and from this point on he can't leave Forefathers' Eve. The crowd forms a circle around them, and a fire is lit on a pire. Keira Metz, who is also there present, asks if she can also

participate. Yennefer and Keira reunite briefly and greet each other. Geralt accepts Keira's help, and so the celebrations begin.

Pellar: *What is life.... You know yourselves...A short ordeal in this world. What follows...Each of us decides for ourselves. The ancestors are about to appear. What torments him everyone will say. Are you ready to swaddle!*

Chorus: *We're already waiting!*

Pellar: *Let's get started then Dziady!*

The First Souls

The people of the village sit in three circles arranged like an amphitheater, i.e. the outer circle is the highest, and the next circles are correspondingly lower. Inside the smallest circle a bonfire is centrally lit. At the bonfire stands the Pellar, Geralt and Keira. Right next to it on the bench sits Vesemir, Uma and the doppler Dudu.

Note: Yennefer seems to have been implemented late in this quest's development and as such she's only mentioned in a handful of scenes, often in most recent lines of dialogue, and her presence was probably optional and related to her current romance status

All those gathered are wearing long white robes, reaching their ankles. Villagers in circles are blindfolded with white scarves. The Pellar approaches the bonfire, which is burning with a high flame, and throws pieces of bread into it.

Pellar: *Summoning, incanting. Each soul will be examined...*

Chorus: *Darkness everywhere, deafness everywhere. What will it be, what will it be...*

The Pellar suddenly straightens up and listens. He raises his hand

Pellar: *Something murmurs... something squeaks...Someone approaches the fire...*

Chorus: *Darkness everywhere, deafness everywhere. What will it be, what will it be...*

Against the backdrop of the high flames of the campfire, the figure of the first phantom is drawn. It is a man with a face twisted with hatred. He raises his hands in the air in a pleading gesture. Streams of blood run down from his hands.

Pellar: *You will not move my heart...It's a murderer!*

Chorus: *It's a murderer!*

Keira: *Down with the murderer.*

Geralt: *Down with the murderer.*

The soul dissolves into darkness. The chorus of villagers begins the mantra again... *"Darkness everywhere... "*. The Pellar throws fish heads and entrails into the fire. The camera moves closer to the bonfire. The image blurs, as does the monotone voice of the villagers. The passage of time. The image catches focus on the flames. The voices of the villagers' mantra reappear from the distance. Once again we are clearing in real time.

The Pellar repeats his mantra, the chorus follows the words of the old man. A new soul appears, barely visible against the backdrop of the flames. The soul of a beautiful girl with a pale face. She raises her hands in the air in a pleading gesture. But the Pellar, like for the first soul, claims he will not be deceived. He shouts "whore" to the souls, and the chorus condemn her as an "everywoman".

Geralt does not quite know how to react. He looks at Keira, who knows that infidelity in the morality of the people is punished on a par with murder.

Keira: *Down, traitor.*

Geralt repeats with hesitation

Geralt: *Down, traitor.... Traitor.*

Note: The next two sections are choice dependent, as they relate to characters whose fate is decided by the players' choice

The Baron Returns
Note: This section only occurs if the Baron is dead.
Forefathers' Eve continues. The Pellar recites his mantra again, but this time the semblances of a familiar figure appear against the silhouette of the flames. The Bloody Baron.

Chorus: *Baron...*

Chorus: *The bloody baron returned...*

Pellar: *Quiet! Be silent until I give you a voice....*

Geralt: *First tell us about your deeds.... Then we will judge you fairly.*

Baron: *Filip Strenger was a cruel man.... Even to those closest to him...*

Choice: Why are you wandering around the world.

Geralt: *You appeared by the fire, and that means you can't find your way into the afterlife....*

Baron: *The truth you said…. Death was not deliverance for me, but only the beginning of real suffering.*

Geralt: *What keeps you in this world, lost spirit? Evil deeds…*

Choice: In your lifetime you were a bad person.

Geralt: *You did not experience solace because you were a despicable person when you were alive.*

Baron: *The truth you said*

Pellar: *We're already waiting! We do not procrastinate! We will acquaint ourselves!*

Chorus: *We're already waiting! We do not procrastinate! We will acquaint ourselves!*

Geralt: *Cruel people are nowhere in short supply. But you were despicable even to your wife*

Baron: *I would gladly redeem my guilt….*

Geralt: *I met you while you were alive. I met the people you hurt. Therefore, it does not surprise me that your spirit has not found solace.*

We fade from the scene, and a replacer section begins. We see the Baron, back at Crow's Perch, playing cards with the Sergeant. He's drunk.

The Baron is sitting together with the Sergeant at a table. They are drinking. They have just been playing cards. The Sergeant flipped with the Baron at cards and lost the jewelry he had bet. An expensive pendant. The Baron and the

Sergeant discuss the pendant. The latter pretends to have the trinket as he won fair and square, but the Baron refuses, accusing the Sergeant of cheating.

A fistfight begins, and the player controls the Baron. After being victorious and defeating the Sergeant, the Baron says that the pendant is a gift for his wife, and threatens his second in command with exile, saying that he will not survive long shunned by him and alone in No Man's Land.

Baron: *And now I'm going to go give a present to my lady....*

The drunken Baron exits the room, heading to the bed chambers. Around him, his soldiers comment on the scene with disapproval, hoping he'll fall asleep, so there could be peace.
The Baron meets Tamara. He asks her where Anna is at that moment. Tamara pretends she doesn't know. She comments how the best gift for her mother would be him going to bed sober for once, and then she leaves.

The player controls the drunken Baron as he searches for Anna. During gameplay, the Baron comments on her.

Baron: *She doesn't care about my business at all....*

Baron: *Good crib.... Not once did it creak as I took Anechka in turns.*

Baron: *I won't sleep in it myself....*

Baron: *I wonder where that daughter of mine roams.... She usually sits here with her mother in the evenings*

Baron: *Anechka! Where did you go! I have a surprise for you!*

Baron: *Well, where did you hide from me? Are you hiding from your husband? Not nice..*

He finds Anna. He expresses joy at finding her and moves towards her, grabbing her and trying to make her wear the pendant.

Anna: *Leave me alone*

Baron: *And why is that? After all, I'm your husband..*

Anna: *You're drunk*

Baron: *E, there.... You're about to find out what your lover can do after a bottle of eaux-de-vie, but first try on this baby....*
Anna: *I don't want anything from you*

Baron: *Don't be so modest... Give me your delicate neck... Look at this pretty pendant... Let it dangle between your tits.*

Anna refuses. She feels disgusted with the Baron. She finally pushes him away, and the pendant falls to the ground. The Baron is angry and raises his hand at her. He slaps her in the face with the top of his hand

Baron: *You're supposed to put on a pendant and be happy, you old whore.*

The Baron once again hits Anna, who slumps to the floor

We return to Forefathers' Eve.

Baron: *Then I beat her for a long time.... Until she stopped crying.... This was neither the first nor the last time.... Here is the story of my meanness..*

Baron: *Have mercy on me Lord. Let the wandering end.*

Geralt here can decide to forgive the soul, by giving it the correct offering in relation to the sin committed, or refuse to forgive him and let it wander in darkness for all eternity.

The Child

Once the Baron's soul is dealt with, the Pellar repeats his mantra, followed by the Chorus of Velen's people, and a new soul appears in the fire. A young boy.

The Pellar interrogates the soul, asking his name. Wojtek.

Geralt recognizes him, it's the same boy who lived at the Crone's place, in Crookback Bog, who once helped him in locating Johnny in the swamps.

Geralt: *What happened to you? Last time I saw you, you didn't look sick....*

Wojtek: *I didn't know why they kept us there.... When I found out... It was too late...*

Keira: *What specifically happened to you...?*

Wojtek: *I can't tell.... I can't... It's monstrous... I can't...*

Geralt: *It's okay.... Relax... You don't have to say...*

The boy begins telling the story of his sin.

This starts the child replacer section. Wojtek is talking to Johnny behind one of the huts, in the swamp. The Godling says that Wojtek is his best friend. For this reason, he will tell him a secret if Wojtek swears on their friendship that he will not tell anyone.

Johnny then decides to reveal this secret to the boy. Apparently, in the swamp there are witches. Wojtek asks if he knows where they live, but Johnny answers that he doesn't. He knows an interesting place, though, and he can lead the boy there.

Johnny: *We are here.*

Wojtek: *Disgusting... Who is that?*

Johnny: *You'll find out soon... Follow me, but quietly...*

We control the child, as we follow Johnny inside this dark cave. He asks us to be close, and not to waste time.

Wojtek: *Oh my, it stinks in here.*

Johnny: *Mhm... The one who lives here poops in a cave.*

They arrive at the place where a Fiend is sleeping. Johnny proposes they play by throwing rocks at it, claiming the beast can't reach them from the place they are standing.

They hit the beast, waking it up. Scared, the boy and Johnny run away exiting the cave. Johnny is too fast, he quickly disappears from sight, in the fog of the swamps. Wojtek keeps running, but suddenly he realizes that the road is blocked by a monstrous figure.

Whispess.

The Crone catches the boy, asking him why the Granny is letting children wander in the swamp, outside of the "habitat". She didn't see that it was Johnny who was with Wojtek. She threatens him that if the boy doesn't tell, she will do something

very bad to him. Wojtek is terrified, and reluctantly reveals that it was Johnny who led him there. The witch, furious, curses Johnny, taking away his voice.

We return to Forefathers' Eve. Geralt needs to judge the boy for betraying Johnny to the Crones, and decide if the boy deserves forgiveness. If Geralt judges the soul correctly and fortives it, ultimately he reveals to the boy that he helped Johnny, that the godling is okay and has regained his voice. The soul now can leave in peace.

The Lord of Fyke Isle
The ghost of the lord of Fyke Isle is the next to appear in the fire.

Note: it's not clear whether it is Keira who summoned him or he appeared on his own, both versions are present.

He announces himself as Wserad, and begins to tell his story, so that he could be judged. The replacer section begins and we plays as him, in the laboratory room of the tower, talking with the mage Alexander, whom he tasked with finding a cure to the plague.

Wserad questions Alexander about the progress of the research. Alexander does not have good news, he's frustrated as he knows that for this research he's sacrificing human lives. Wserad is adamant. He cares only about the profit of the medicine and rushes Alexander. One of the guards enters the room, communicating to Alexander that they managed to buy another disabled peasant for Alexander. The mage is satisfied, he has him led upstairs and thrown into a cage with the others.

Wserad asks the mage to follow him down to the lower rooms of the tower, as Annabel is already waiting, they were supposed to eat together. While walking down the stairs, the two keep discussing the research. The mage says the task is

not easy and the disease is hellishly dangerous. He must act carefully to avoid making a mistake.

Wserad: *And where are you in such a hurry, my child?*

Anabelle: *I am so worried about the people in the village. I would like to see with my own eyes how they are doing too.*

Wserad: *Then ask Alexander to show them to you in his magic mirror. You'll see how the commoners live, then maybe the urge to fraternize with them will pass.*
Anabelle: *They are so poor....*

Wserad: *Poor? When you find out that these "poor" people hunt orphans and pack them into a pot, you might change your mind. And to think that I'm the one they call a monster.*

In the distance we hear loud noises. A fight ensues

Guard: *Lords! The villagers broke into the tower! They are murdering the servants! They are looting!*

Wserad: *You got your poor people, Anabelle.*

Wserad: *Keep an eye on my daughter. If a hair falls from her head - your head will fall from your neck*

Alexander: *Yes, sir.*

Alexander: *Anabelle, take the vial with the magic potion. When you drink it - everyone will consider you dead, but you will wake up after two hours. Remember to take it as a last resort.*

Wserad: *Take Anabelle to the top and hide in the studio.*

Several villagers run in front of the tower door, scrambling to loot what's left. They notice Wserad standing with a weapon and declare that they will die for what he did to them. A fight ensues, during which the player, controlling Wserad, has to fight the peasants coming in the tower, who taunt the lord of the land that they will get his clothes, and then his daughter.

We return to Forefathers' Eve, where the soul of Wserad is standing against the fire. Geralt, knowing his story, now has to judge him.

Keira's Incantation

Note: this section is mostly debug and unfinished. It probably reuses elements of the previous version of the quest from 2012, but it's impossible to know the extent of the planned refurbished of lines

As the Witcher continues, Keira Metz squeezes between the villagers. She begins an incantation, but she is spotted by Yennefer. The sorceress senses that Keira is about to do something inappropriate.

Yennefer: *Keira, do not mix magical powers with the magic of the sorcerers, it is a dangerous combination!*

The ghost of the mage Alexander appears. Keira binds the ghost and forces him to reveal the location of his notes on the plague. Likely as a cause of her incantation, the ghost becomes hostile and attacks the people present. If Geralt made mistakes in judging the other souls, they will appear and join Alexander during the fight.

After the fight ends, Keira leaves in search of the mage's notes, towards the tower.

The Mind

Geralt: *Vesemir.... It's time.*

Vesemir: *Will you use the potion?*

Geralt: *This is the only way I can put him into a state of clinical death.*

Vesemir: *Well. First we will remove the curse from his mind. Then it will be the body's turn. Pellar, call on his spirit.*

The Pellar obeys, and repeats his mantra. Nothing answers. He repeats it a second time. A blinding flash of white light. After it goes out, Geralt finds himself in some dark corridor.

Geralt: *Strange place.... It looks like a corridor in a cave, but I feel it is not a cave. I was moved in space.... Perhaps I was also transported back in time.*

The player approaches Uma, who is limping against a wall. Geralt approaches and realizes that the creature has no idea what it is. The Witcher concludes that he is in the twisted imagination of the creature. He realizes that he must take care of it and help it return to itself.

Geralt: *Stay close to me, Uma....*
Uma: *I don't know who I am.... But my name is definitely not Uma...*

Geralt: *I didn't know you could talk like a human being....*

Uma: *There is the outside world and the one inside us.... Hidden.. When the external is taken away from us.... The other one remains... It's hard to get to it... When both*

worlds are taken away.... Chaos and madness remain...The truth can sometimes be a curse.... Let's see what it turns out to be for me....

Geralt: *I seem to have found myself inside someone's ego....*

Geralt hears noises coming from all around him, from the dark, scoffing Uma. The creature is getting more and more anxious, so Geralt has to use Axii on him, calming down before he draws monsters on them. Geralt asks Uma to move forward, leading him through the corridor.

Geralt and Uma are walking through what appears to be a place Geralt has been before, the salt caves in Velen, and in the distance they hear the voice of a man who is bent over a bear's saddlebag desperately trying to summon one of the Sages.

Geralt: *Who is this character?*

Uma: *This is an archmage, a powerful Sage from the land of Aen Elle.*

Geralt: *Do you know him?*

Uma: *In the land of Aen Elle everyone knows him....*

Geralt: *If you replayed the place in your memory, that means you must have seen it.*
Uma: *The time when elves were one has passed so long ago.... Only traces of a glorious past remain.... Graveyards that people never dreamed of.... The riches they crave but will never get....*

Geralt: *I was at this ancient burial ground....This is the lamp that the elven wizard promised Keira...*

Uma: *Magic is not just the mind.... Magic needs artifacts.... Only archmages use the power of fire...*

Geralt: *Let's try to talk to him...*

Geralt walks toward the unknown Sage, but he soon disappears. Geralt then proposes to move on, to see what other memories Uma can access.

The Funeral

Geralt and Uma stand in the crowd of elves who have gathered in front of the tomb of the late king Auberon. On either side of the coffin stand two of the most important elves: the unknown figure seen before in the salt, whose face cannot be seen clearly by Geralt, and Eredin. They both speak to the gathered people about the death of the king.

DEBUG: In this section, we communicate to the player that there is another world, called Aen Elle. It is a world of elves, and the two most important of them are the Knower, the archmage, who the player already knows, and Eredin, the warrior.

Geralt and Uma approach a group of elves standing at the funeral of an elven king. On one side of the tomb stands Eredin, on the other the Knower we met in the salt pits.

Geralt: *There's something going on there.... Remember what*

Uma: *Ceremony.... Burial... Conflict...*

The elven sage and Eredin stand on either side of Auberon's tomb. No one pays attention to those coming. It's as if they don't see them.

Aen Saevherne: *His unexpected, sudden death is a great loss to our nation.*

Eredin: *The death of a king is always painful. But we must remember that life goes on. Our people are at the threshold of change. A great exodus awaits us. Therefore, we must bid a dignified farewell to the dead and remember the living.*

Aen Saevherne: *There are great challenges ahead for Aen Elle.... Obstacles are piling up.... It takes a wise leader to survive.*

Eredin: *It takes determination and strength. Only someone who knows what he wants will be able to overcome the threat we all know about.*

Aen Saevherne: *Force fulfills its purpose only when it is well directed. Thoughtless force is chaos*

Eredin: *You said the truth. That's why you need to choose a successor who knows how to save Aen Elle from extinction.*

Aen Saevherne: *I am pleased by the words of Eredin Breacc Glas. They signify that he already knows the candidate for the king of Aen Elle*

Eredin: *I know, it is Eredin Breacc Glas. Only I know how to find a safe world for Aen Elle. A world that will not be threatened by the White Cold. Thanks to the Intercessors, we are wiser. But it's not knowledge that will lead Aen Elle to safety, and it's not knowledge that will cause us to snatch them away from those who dwell there.*

Aen Saevherne: *Without wisdom and knowledge, even the most momentous victory is only bloodshed*

Eredin: *I understand that you do not accept me as a candidate for ruler of Aen Elle*

Aen Saevherne: *I have far more respect for you than you do for me. Nevertheless, it is not you who should occupy the throne of Auberon Muicetach.*

Eredin: *I guess that in your opinion there is a better candidate for king. Who?*

Aen Saevherne: *I...*

At this moment, the Uma standing in the crowd suddenly falls as if struck by thunder

Uma: *I was here.... I've seen it before...*

Geralt: *Who are you?*

Uma: *I don't know.... I'm in this crowd... I'm suffocating...*

Geralt: *Stop, or you will bring misfortune on us....*

Uma, who was with Geralt all this time, begins to feel bad. He grabs his head and groans. He falls to the floor. After this section, Eredin and the Sage continue their argument on gameplay, while the elves in front of the player's eyes turn into monsters.

Aen Saevherne: *Only someone who can predict the direction of the march can direct the caravan.*

Eredin: *I know you want to fight destiny with magic. In my opinion, the weapon is more reliable.*

Aen Saevherne: *Eredin, you speak as if you consider reasoning to be something reprehensible.*

Eredin: *You will not become king of the people of Aen Elle while I live.*

Aen Saevherne: *In that case, I will become him after your death, although you know me and know that I wish you well.*

After Geralt defeats all the opponents, Uma rises from the ground.

Geralt: *Get up.... You are safe...*

Uma: *This is the funeral of Auberon Muircetach - the ruler of Aen Elle.... I attended it... I remember Eredin's dispute with the archmagus. They did not want to cuff the Sage at Auberon's coffin, but he knew his days were numbered. He outsmarted Eredin and escaped.... He left Aen Elle.... He left the land of the fathers*

Choice: How Auberon died.

Geralt: *Did Auberon die a natural death?*

Uma: *Even when Auberon was alive, there were conflicts between Eredin, who commanded the Wild Hunt, and the Sage whose name I can't remember.... Someone cast suspicion that Auberon was poisoned.... There were rumors that Eredin gained the most about his death.*

Choice: Did you recognize yourself here?

Geralt: *If these are your memories, you should be in this crowd.*
Uma: *I remember that day.... I remember the smell of the wind.... And I remember thinking about Eredin.... How powerful he is and how much he lacks finesse. I don't remember my face.... I did not find it in this crowd....*

Choice: What happened next

Geralt: *What happened after the funeral? Who became Auberon's successor?*

(in a reverie, as if he wanted to remember)

Uma: *What came next.... What came next...*

Suddenly Uma again gets an attack of convulsions, grabs his head. A cry of pain sounds. Everything begins to tremble and Geralt and Uma disappear in a white flash.

Uma looks around. He claims that they can move on, leaving this memory. Geralt sees no passage, but UMA says that the witcher should follow him. Uma then dissipates the black smoke around them and walks together with Geralt. The Witcher asks if UMA knows where they are going, but he says he has no idea. He has been cut off from these memories for a long time and does not know what they will find here.

The Cold Future

A flash illuminates the screen, after which Geralt and the Uma arrive in a chamber in the Den. The whole thing is covered with ice. Geralt states that he recognizes the place.

Geralt: *I know this place....*

Uma: *Annihilation...*

Geralt: *I think it is the garden of the castle in Wyzima.... These icicles confused me....*

Uma: *White Cold...*

Uma stands near an ice wall. He asks Geralt to break, but he's unsure what they will find behind it. Only that he feels they must get through it. Geralt destroys the wall, and suddenly Uma notices the monsters of the Wild Hunt. He asks Geralt to kill them.

Geralt: *Monsters of the Wild Hunt in Wyzima...?*

After the fight, Geralt asks Uma what's going on. There was never Wild Hunt in Wyzima, so how is it possible for Uma to remember it? Uma answers that this isn't a memory, rather a fear. The fear of the future that awaits them. The White Cold traveling between worlds has even reached here, to Wyzima, and has frozen everything.

Uma: *This vision has haunted me for a long time.... This is not his memory. It is one of his fears. The White Cold traveling between worlds has even arrived here in the Wyzima and has frozen everything.*

Geralt: *This is the second time you have used the term White Cold....*

Uma: *Many consider Ithlinne Aegli's prophecy to be superstition. But they are fools. Tedd Deireádh - The time of the White Cold, the time of Madness and Contempt is approaching. The knowledgeable archmage knew how to stop it.... But Eredin had his own concept.... Wrong... If he defeats the Sage... Everything will look like this chamber.*

Geralt: I don't understand any of this. These were the horsemen of the Wild Hunt

Uma: *Dearg Ruadhri.*

Geralt and Uma enter the throne room. The Red Riders are witnessing a discussion. On the throne, covered in ice, sits Eredin. In front of him, on his knees, there's the Sage, cuffed. He's been taken prisoner.

Uma: *Here is a picture of my innermost fears.... Power in the hands of an irresponsible madman...*

Aen Saevherne: *You lost us all, Eredin. And my death won't change that.*

Eredin: *Get this smug fool out of here. To the scaffold with him*

Aen Saevherne: *You defeated me, but a poor victory…*

Eredin: *I once intended to lock you up in a place where you would not lack anything, but you preferred to deceive me and ran away like a coward*

Aen Saevherne: *I would miss nothing but freedom…. And the lack of freedom is a great loss*

Eredin: *You have always been a twister and a cheat.*

Aen Saevherne: *I always knew better. I knew, for example, that leading the people of Aen Elle to another land would not stop the White Cold. I told you about that… Remember*

Eredin: *I lost Aen Elle? And what was the alternative…?*

Aen Saevherne: *I repeatedly presented you with my plan, but you were deaf to my words*

Eredin: *Your plan did not make the slightest sense.*

Aen Saevherne: *And what sense did it make to shed the Elder Blood by murdering Cirilla Fiona Elen Riannon.*

Eredin: *Her death was necessary. Who would have thought that Ithlinne's prophecy would prove stronger…?*

Aen Saevherne: *Me…*

Uma begins to moan in pain. Everything begins to tremble and disappears in a white glare. Uma recalls what happened. Eredin has a plan, he wants to lead his people from another world to the Witcher's world. But it won't work. The White Cold will get them.

Geralt asks about the dead Ciri and Uma explains that Eredin wants to get his way at all costs. Even at the cost of Ciri's death. As the Lady of Worlds, she will be used by him to bring the people of Aen Elle to the Witcher's world. Uma claims that he has remembered everything and will lead the witcher out of this memory.

Uma approaches the black smoke that covered the exit in the Wyzima, and it dissipates in front of him. We return to gameplay and it's time to move on.

Aen Elle

A flash illuminates the screen, after which Geralt and Uma appear in a long corridor. Elven decorations cover the walls. The witcher looks around and asks Uma where they are. He claims this is the palace of propaganda, where one of Eredin’s generals prepares his speeches. Suddenly the guards notice the two, and begin to approach them, menacing.

[DEBUG] *The player in the dialogue by selecting the appropriate dialogue options convinces the Uma that they are in his head. Only he can change what is happening. Depending on the player's choices, the Uma will cause the guards of the Wild Hunt to fall dead to the ground, or Uma will cause Geralt to regain control and be able to fight enemies. In this case, the player must defeat several strong opponents.*

[DEBUG] *Geralt asks Uma if the latter would be able to help him next time in battle. He seems to be able to influence reality in his head. Uma knows that he doesn't know*

exactly how he did it, but he will try to speed up the witcher's movements. From this point on, both Geralt's movement and the speed of blows in gameplay are accelerated.

Geralt approaches the passage, but the doors slam in front of him. The witcher asks Uma to remember what happened in this world. The door begins to open slowly.

The camera pans back to Geralt and Uma. The latter tells Geralt that he remembers what happened here. The Sage dragged one of the goon generals to his side. He persuaded him to betray him. His task was to get Eredin's blood, which would be used to cast a powerful curse on Eredin. The Sage thought he had Ge'els on his side.

Aen Saevherne: *Eredin is behind the death of King Auberon. No one cared about seizing power as much as he did*

Ge'els: *Maybe except for you.*

Aen Saevherne: *I took an interest in the power because I know it can fall into the wrong hands*

Ge'els: *It's interesting what you say, archmage.*

Aen Saevherne: *The advantage of truth is not that it happens to be interesting, but that it tells the facts.*

Ge'els: *If I am to proceed against Eredin, I must have irrefutable evidence of his guilt.*

Aen Saevherne: *Is the witness to the crime irrefutable evidence?*

Ge'els: *Credible witness - yes*

Aen Saevherne: *Cirilla Fiona Elen Riannon.... I found her*

Ge'els: *Child of the elder blood.... It's hard to find a better recommendation. I agree. Eredin must answer for the crime. Aen Elle are not barbarians who murder their kings*

Geralt: *Is this a conversation that took place or your fears....*

Uma: *I remember her word for word. It was completely as if I had participated in it. Caedmon Ge'els decided to turn his back on his chief Eredin.... He and the Sage hatched a conspiracy by which Ge'els would obtain Eredin's blood. The Sage needed it to cast a powerful reversal curse on Eredin. But everything went wrong....*

Uma grabs his head, in pain. A new flash of light, and the scene disappears.

Child of the Elder Blood

The fog dissipates again. We are on the shore of a lake, the Sage is walking, accompanied by Ciri.

Aen Saevherne: *Tir Na Lia stands on the brink of destruction. Ithlina's prophecy is about to be fulfilled.*

Cirilla: *You were looking for me to tell me this?*

Aen Saevherne: *I wanted to find you before Eredin does. He needs your blood to open the portal. He intends to bring Aen Elle through it to the world of Aen Seidhe*

Cirilla: *What will it do to people there?*

Aen Saevherne: *We both know Eredin. There is no room for humans in his plans. You must run, Ciri. Eredin will use you and then kill you.*

Cirilla: *Just as he murdered King Auberon.*

Aen Saevherne: *I suspected him of this. Eredin has a plan and won't back down from anything.*

Cirilla: *How do you want to stop him?*

Aen Saevherne: *Death is too simple a punishment. Eredin will be humiliated. I will impose a curse of reversal on him, which will turn the intelligent and beautiful leader of the Wild Hunt into a bottomless stupid, retarded humbug*

Cirilla: *How are you going to do it? After Auberon's death, Eredin is the most powerful elf in Tir Na Lia*

Aen Saevherne: *That's why I had to run away. There's no room for both of us in Tir Na Lia.*

Cirilla: *You did not answer my question.*

Aen Saevherne: *Fortunately, not all Aen Elle have lost their minds. One of Eredin's deputies - Ge'els will provide me with his blood. With her help he will cast a curse*

Cirilla: *You found me just to save me from Eredin*

Aen Saevherne: *No. I also want to save my nation. Only that I do not intend to harm you. The time for concrete plans will come when we get rid of Eredin.*

Breaking the Curse

We are back to Forefathers' Eve. At the bonfire stands the Pellar and Geralt. Right next to it, Vesemir is crouching next to the plunged Uma in clinical death.

A black figure hovers over the bonfire in the center of the ritual, swirling like black biting smoke, every now and then losing its human shape.

Pellar: *Quiet...!*

The chorus falls silent immediately. Everyone stares in suspense at the black figure writhing over the fire. The meditator goes around the campfire looking at the tarry figure, every now and then losing its human shape. Finally he stops and intones a melorecitation.

Pellar: *The flame of fire gives warmth - The trembling of the spirit stops. The trembling of the spirit stops. The flame of fire flashes with light. Let not the soul hurl....*

Note: the following debug lines are the developer's description of the cutscene that was supposed to take place here.

[DEBUG] Geralt observes the scene. Suddenly his hair is blown away by a strong blow of wind. Geralt reflexively glances up. Black storm clouds have suddenly appeared in the sky. The wind is littering the bonfires. The largest one burning in the center wobbles from side to side, and with it a black soul that swirls in the wind like tarry smoke. The Pellar and villagers keep repeating their mantra. At one point, two golden points flare up where the black shadow has its head. They are eyes. After a while, a golden, shimmering sphere appears near the solar plexus. The Pellar and the villagers do not stop meloreciting their song, swaying monotonously.

[DEBUG] The sphere born in the solar plexus of the soul enlarges and suddenly explodes. The shockwave pushes Geralt back several steps. As the witcher catches his balance, we see some of the villagers gramming up from the ground, knocked over by the force of the explosion. Geralt looks up. A luminous figure surrounds the grandfatherly scenery like a lampshade (an effect in the sky somewhat reminiscent of the spirit of Mufasa, who appeared in the sky to Simba in The Lion King). Those

gathered as if mesmerized stare at the regular, masculine features of the gray-haired elf, who leans over them from the heavens. The soul's arms seem to embrace the entire show.

The Pellar shouts, asking the Soul what his name is. The soul answers.

Geralt: *Avallac'h…?*

Avallac'h: *That's the monstrosity of the inversion curse. It reverses everything that mattered to the cursed…. It destroys his values… Now you can take it off me….*

Geralt: *Dudu, now it's your turn.*

[DEBUG]: Dudu looks up, where still in the sky shimmers the ghostly figure of Avallac'h resembling his corporeal form. Geralt gives him a head sign that the time has come. Dudu tightens his eyelids. A close-up of his face. Thunder cuts through the night sky. Dudu slowly transforms into Avallac'h. Another lightning bolt rips the sky. Suddenly it begins to rain. The fires around them hiss. Geralt and Vesemir lift the Uma from the ground. Vesemir supports the ugly man, and Geralt pours the Honey of Heroes down his throat. The downpour intensifies. The fires are slowly dimming. It's getting darker and darker. Torrents of water run down the Uma's body. He begins to bend in different directions. His face twists into a grimace of pain. A close-up of his hands, which become extremely beautiful delicate hands with long fingers and alabaster skin. Similar hands have outstanding pianists. Uma's body begins to emit tumors of black smoke, which after a while envelops the entire figure of Uma. Everyone looks at him in suspense. When the wind blows away the thick fumes the eyes of those gathered appear kneeling in the rain-softened ground of Avallac'h. Long gray hair patched with rain falls across his chest. Avallac'h slowly raises his head and looks at the people gathered around him, who follow his every move in pious concentration

The Pellar declare that the curse is gone. Avallac'h still kneels on the ground exhausted., while Vesemir and Geralt approach him. They take him under his arms and help him get up. He looks at one, then at the other.

Avallac'h: *I am Avallac'h Crevan Espane aep Caomhan Macha.*

Yennefer: *Aen Elle's greatest Sage was turned into a mindless, mangled creature....*

First Talk with Avallac'h
Forefathers' Eve is over. Vesemir and Avallac'h sit on a stone in the hollow where the celebrations took place, which is now empty, the people gone. The witcher talks to the disenchanted and weakened Avallac'h. The Sage can answer some important questions.

Avallac'h tells the witcher about the nature of the curse. Geralt also hands Avallac'h an amphora with black smoke and states that it is in it that the manifestation of the curse under the influence of which the Knower was. Geralt advises him what to do to keep it contained. The elf hangs the amphora around his neck and from then on always has it with him

Geralt: *What happened to Ciri*

Avallac'h: *She is sleeping in a safe place.*

Vesemir: *Asleep?*

Avallac'h: *I put her into a state of lethargy. It lies on the Island of Mists. This is the only place Eredin will not reach. Follow the skylight. I put a spell on it so it will show you the way to Cirilla.*

Geralt: *I have to go there.*

Vesemir advises Geralt to take her to Kaer Morhen. Geralt agrees, but first he will look for allies. Avallac'h explains to the witcher that he needs to do that soon, once Ciri is found, the Wild Hunt will know and there will be no turning back.

Yennefer also brings forth the matter of Keira Metz. She understood what the sorceress was doing, and explains to Geralt where she went.

Note: This dialogue with Yennefer is barely a concept. No lines were written and the Debug implies that details of the conversation were still to be ironed out.

Yen explains to Geralt that Keira rushed to the tower to get the bioweapon. Here follows the introduction to **q109_wrapup**. Geralt thanks Dudu for what he has done, and then leaves, in search of allies and for the place where his daughter is.

q109_wrapup - For the Advancement of Learning

Character List

- Geralt
- Keira

Note: It's more than likely that at this point this quest was already redesigned as a side quest. It is shorter than the original from 2012, with a lot of dialogue that made it to the final version of 2015.

Geralt arrives at the tower on Fyke Island, and climbs the stairs, entering what was one Alexander's laboratory. There he finds Keira, who's caught in the act of closing a box and taking the mage's notes on the plague.

Geralt asks what happened back there during Forefathers Eve and why did she summon this Alexander. Is those notes the reason why she put all of them at considerable risk? Keira explains to Geralt the story behind Alexander and the ritual during the Eve, but not what the notes are for. Curious, Geralt insists, but Keira plays the fool. She gets closer to Geralt, putting her hand on his arm. Geralt rejects her, grabbing her hand and pulls it off his shoulder, calmly but firmly.

Geralt: *I will ask this question again.... But now I expect an honest answer. What do you need the notes for?*

Depending on how Geralt approached this conversation with Keira, she can refuse to answer, which can lead to a fight between the two, or tell the truth.

Refusal

Keira: *You won't get an honest answer.... Ba, you won't get any answer at all.*

Geralt raises his eyebrow in question, surprised, angry.

Keira: *Do you really think that you can call me angry - and then come back to the conversation as if nothing had happened? Get out of my sight.... Before I get the urge to give you a lesson in good manners.*

Geralt: *Amazing.... After all you've done, you still have the nerve to make a victim of yourself....*

Keira: *You want me to make a victim out of you? It can be arranged.*

Choice: I don't have time for this

Geralt: *All right. Don't have time to argue with you. Do what you want*

Keira: *I need neither your permission nor your blessing. Get out.*

Choice: Gimme the notes.

Geralt: *Alexander said that if his research ended up in the wrong hands, the consequences would be terrible....*

Keira: *Well, what do you mean by that?*

Geralt: *I think it's clear. I don't trust you - so I'm going to destroy these papers just in case.*

Keira: *Oh no, Geralt. No way.*

Geralt: *We can settle this in kind, or...*

Keira: *I choose the second option.*

Truth

Keira: *These are records of Alexander's experiments on the Catriona plague. I want to use them to develop a cure.... Or at least a vaccine. I hope that on the basis of this research I can develop a drug, or maybe at least a vaccine....*

Geralt: *Mhm. Strictly humanitarian motivations, is that it?*

Keira: *No. Strictly selfish ones.*

Keira tells her plan of going to Radovid to present her plan to develop a cure. She's tired of the living conditions of Velen, and is willing to take the risk. Geralt explains to her that her plan is too dangerous and that Radovid would probably want to use those notes to develop a biological weapon to defeat Nilfgaard. Geralt can let her go or convince her to give up the notes and send her to Kaer Morhen.

Kaer Morhen

q402_ciri - The Ciri Expedition

Author: Moonknight
Character List:

- Geralt
- Roche
- Iorveth
- Hjalmar
- Letho
- Mousesack
- Dwarves
- Voorhis
- Ciri

Note: This quest underwent only a slight revision, where dialogues were added to the post Ciri waking up scene. Regarding the allies recruitment, while in the previous example we used 2012 lines to reconstruct the quest, because we assumed that the revision was supposed to still use the old scenes, in the case of this quest the assumption would be wrong. There is no new dialogue concerning the Roche recruitment as ally, and the old dialogue can't be used because it referenced Roche's heart attack that doesn't happen in the 2013 revision

Geralt has met some people that could help him during the journey. Before going to the location Ciri is being kept at, the witchers visit the potential allies, asking for help in fighting the Wild Hunt. Letho, Iorveth, Hjalmar, Mousesack, and Roche.

Once he's gathered his allies, he moves to the Isle of Mist.

Note: There is no description of how Geralt reaches the Isle.

Bies
Geralt arrives on the island, where he finds an hut, the door barricaded from the inside. The witcher knocks on the door, asking if anyone is in. A voice from behind the door answers, asks who he is and what he wants. The white wolf says he is looking for a girl with ashen hair, and asks them to let him in.
The dwarf doesn't trust the witcher. He states that if the witcher kills Bies for them, they will let him in. Geralt agrees to the task.

Geralt returns after killing the fiend. The dwarves open the door.

The dwarf leader states that he is impressed. Bies was exceptionally strong and killed one of their comrades…although he was an idiot anyway, so all in all, no regrets. Geralt asks who they are and where they actually came from. He tells about how they sailed from Kovir to Novigrad to help evacuate the mages, but then they crashed on the island after a storm. Tells about how there were seven of them. First the sleeper, a narcoleptic, died, drowning when the boat was sinking. Second died after he tripped over a stone, fell off a cliff and broke his neck. Merry wasn't so bad, he found a ship that could be repaired to escape. He tried to kill the fiend that lived around the ship, and ended up being torn apart. The dwarves found the hut, the only place on the island that is not approached by monsters, and locked themselves in it.

Geralt is already the second man they have seen here in recent times, the previous one was a Nilfgaardian. He also crashed here, they didn't trust him at first, but they let him in. It turned out that they were right not to trust him, because Nilfgaardian turned out to be a pervert, tried to pick on the sleeping girl, ranting about destiny and the kisses of love. So the dwarves did the right thing, they beat the crap out of him and threw him out the door. If he is alive, he is probably hanging around the island somewhere.

Geralt asks if they tried to wake Ciri. He states that they did, but to no avail. The girl sleeps heavily "like King Dezmod after a week of drinking".

The Kiss of Love
Geralt finds Voorhis, in a different hut on the island. The Nilfgaardian tells the story that he was supposed to sail to Skellige to bring Cerys to the Emperor, but his ship crashed on that island. Geralt can tell Voorhis what happened to Cerys after **q208_heroesmead.**

The Nilfgaardian general tells the witcher about the dwarves who threw him out of the only safe place on the island, the hut where Ciri sleeps. He tells the witcher that he knows why he came here. He knows that the girl in the cottage is Ciri. He states that he is bound to Ciri by the bonds of destiny and that his kiss can awaken her.

Geralt is strongly skeptical, but states that he will talk to the dwarves. Geralt asks about what he was doing before Geralt found him, Voorhis tells that, after being stopped by the dwarves from waking Ciri, he decided to build a raft and escape the island on his own. He will bring reinforcements once he succeeds.

Geralt brings Voorhis to the main hut, or they go together to kill Bies if Geralt finds Voorhis first.

The dwarf is unhappy that Geralt brought Voorhis, and the two start to bicker. Geralt tells them both to shut up, there is no time to waste. He asks the dwarves to leave the house, after which Voorhis asks him to kiss Ciri. Once she wakes up, she is surprised to see Geralt and Voorhis, she does not understand what happened. The last thing she remembers is how Avallac'h brought her to the island.

Geralt reassures Ciri, says they don't have much time. The conversation is a touching encounter years later, with a clear rush and danger hanging over the

characters. Ciri is touched that Geralt has found her. Voorhis doesn't say much, but is intimidated by Emhyr's daughter. Geralt says they can't wait for the dwarves to repair the ship. He asks Ciri to teleport them both to Kaer Morhen, they are all waiting for them there already. Ciri asks if Geralt wants to leave now. Geralt can say that he still wants to stay and look around the island. Ciri tells him not to wait too long. When Geralt returns, Ciri asks if they can move now. Geralt says it's time to move, there's no time to waste.

q403_battle - The Battle of Kaer Morhen

Author: Moonknight
Character List:

- Geralt
- Ciri
- Vesemir
- Yennefer
- Triss
- Hjalmar
- Roche
- Iorveth
- Mousesack
- Keira
- Avallac'h
- Letho
- Lambert
- Eskel
- Eredin
- Imlerith
- Caranthir

Note: There are missing parts to this quest and it was probably never completed for this version. According to an interview, from Pawel Sasko to gamepressure.com, this was one of the most difficult quests they produced and there wasn't a clear vision, as it was dependent on choices made previously and elements of the story that happened both before and after this point.

The work in 2013 on this quest seem to have been focused on adding details by building on top of the 2012 version, with the most notable change was the removal of the unicorn (which coincides with **q307_heist**, the quest where Geralt

freed the unicorn, being completely cut at this point) and the introduction of Vesemir's death.

Being unable to determine what was removed from the 2012 version (as 2013 seems to have been a period of development where all the quests were streamlined to an extent), the following summary will only include the parts of the story extracted by the lines of debug and dialogue from this time period, except for the parts where the continuity in dialogue is obvious

Teleport to Kaer Morhen
Vesemir is sitting in the courtyard, doing some maintenance on a witchers' sword when Ciri and Geralt pop out of a teleport. There is a reunion scene - full of tears and joy. Yen joins them.

Yennefer: *I haven't seen you for so long and there's no time for you to tell me what happened to you.*

Ciri: *I tried to be a good girl.*

Yennefer: *I wonder what your face would look like then.*

Ciri: *What happened to you is much more interesting. Geralt told me he had been looking for you for years.*

Geralt: *There will be time for explanations and chats someday.*

Yennefer: *You're right. Now, first of all, we need to figure out how to repel the attack of the Wild Hunt. Avallac'h will organize a meeting.*

Triss is also there present, even is she fled with the other mages to Kovir

Yen explains that they now need the help of anyone who can offer it. She contacted Triss and brought her to Kaer Morhen, because she had no doubt that Ciri's fate was not indifferent to her. The sorceresses do not explicitly say why they are resentful of the witcher, but they signal that something is clearly wrong. This conversation is an introduction to what will happen after the defense of Kaer Morhen - in a situation where both sorceresses are Geralt's lovers, they both dump him. Triss leaves, and Yen travels with Geralt, but no longer as a lover.

After reuniting, Vesemir walks Ciri through the courtyard of Kaer Morhen, towards the keep.

Letho vs Witchers; Letho vs Roche and Iorveth; Avallac'h vs Roche and Iorveth
Geralt can interact with Vesemir, who is talking with Mousesack and Hjalmar. He then meets Letho, if he was invited. If Roche and Iorveth aren't there, the Kingslayer will be seen talking with Eskel and Lambert, and with Vesemir if neither Hjalmar nor Mousesack are there.

When Letho is present and Iorveth, Roche and Mousesack are absent, Geralt and Ciri find Letho in the middle of a confrontational conversation with Lambert, Eskel and Vesemir

Note: Part of this conversation survived in the released game

The witchers aren't happy to see Letho and don't trust him. Ciri interrupts the arguing, claiming that she doesn't care the reason why Letho is there to fight, just that he's efficient.

If Vesemir is present, it will be him that will restore peace between the witchers.

If Letho and Iorveth were invited, they will confront Letho about his past actions against them.

Geralt and Ciri encounter Letho, Roche and Iorweth talking. Geralt witnesses a confrontation between the former enemies. The player must intervene, as he is the one who brought them all to Kaer Morhen. What follows is a series of choices by the player, during which he influences the decision of his companions. The player can lead to three different situations.

Iorveth: *Roche.... You see what I see?*

Roche: *Dreams sometimes come true.*

Iorveth: *But that he himself should fall into our hand*

Letho: *I missed you too. What a beautifully complementary couple*

Iorveth: *You won't get out of here alive.*

Roche: *Even if you killed all the Wild Hunt Riders*

Letho: *Anything can happen.*

Geralt intervenes and the dialogue can have three outcomes. Iorveth, Roche and Letho agree to a temporary peace; Letho leaves; or Iorveth and Roche both leave.

If Letho isn't present, Geralt can talk with Iorveth and Roche.

Note: Only a line of dialogue has survived, with the others being overwritten by english lines from the post-rewrite conversation with Ves and Roche. This line is attributed to Ves by ID, which must have overwritten the Iorveth ID judging by the content of the line.

Iorveth: *They died in battles, as befits warriors. Your Blue Stripes were hung by Henselt's men like pig carcasses.*

Magical Catalyst
At the end, Geralt finds Keira, who is talking with Avallac'h, about a magical catalyst spell that might help them in the fight with the Hunt. The spell that Avallac'h intends to use to channel Ciri's power against the Hunt.
The conversation is interrupted by Avallac'h, who perceives the temperature is dropping. The Hunt is coming, they have to hurry and go back to the keep to discuss a plan of action.

Geralt approaches Avallac'h and Keira, who are discussing the magical catalyst-spell that Avallac'h intends to use to channel Ciri's power against the Hunt.

Avallac'h: *Yes.... The temperature is dropping. But it's not a matter of weather. They are getting closer. I would like to start a meeting on defense strategy, witcher. Are you ready?*

Council
Note: There are no new lines from 2013 for this section of the story. Given that originally Avallac'h was supposed to leave to get the help of the unicorn, who was then cut, it's impossible to even speculate on what was planned for the council scene.

Battle in the Forest
The first phase of the battle happens in the forest, where Geralt, Lambert, possibly Letho and Vesemir join the fight, with the latter commenting that he hasn't calcified yet and he's still able to fight.

Note: It's possible that the three witchers were mutually exclusive, as they have similar lines commenting on events happening during this phase, like the mages

stopping the Frost with magic. It's also possible that these are backup lines if a character wasn't present, maybe with Letho or Vesemir taking precedence in commenting, and Lambert speaking the line if the other characters aren't present.

Retreat to the Castle

At a certain point Imlerith joins the fray, with Geralt and the others retreating to the castle, where they fight supported by other characters like Roche and Iorveth. The battle continues until they are forced to retreat in the upper courtyard, where Yennefer magically opens the locked gate despite being occupied with the spell to stop the Frost.

Eskel: *How did you manage to get through the gate?!*

Choice line: Eredin gave us the keys.

Geralt: *I asked Eredin for the keys.*

Eskel: *Very funny.*

Choice line: Thanks to Yennefer

Geralt: *Yennefer noticed that we couldn't get through and opened it*

Eskel: *Not interrupting the spell to stop the retinue?*

Geralt*: Not bad, no?*

Ciri notices Geralt and Eskel and runs to them. Geralt isn't happy about it.

Geralt: *You were supposed to sit in the castle. If something happens to you, all defense will lose its meaning. I remind you that we are not defending Kaer Morhen, because no one wants to get it. They only want you.*

Finale

Note: Nothing was yet written on how the battle ended, how Avallac'h used his spell and how Vesemir died. What we know comes from the aftermath, where Ciri is angry at what happened and Avallac'h seems to have had a part in the old witcher's death. Only some original lines were extracted from the scene, with the others being seemingly overwritten by later dialogue from the release version of the game

In the cutscene dialogue, Geralt leans over Ciri. He puts her head on his lap.

Ciri: *He died because of me, don't you understand*

Avallac'h: *I knew Vesemir would die, if that's what you mean. And there was nothing I could do about it.*

Ciri is furious at what happened and wants to return the favour to the Wild Hunt immediately. Avallac'h comments that he will devise a plan, but first they should take care of Vesemir's funeral according to their customs.

The resolution of Geralt romance situation seemingly happens here

In a situation where neither Triss nor Yen is the Witcher's lover, all three talk to each other in a neutral way. Triss understands that she does not fit into this small family and decides to remove herself a bit into the shadows. She explains to Geralt that she is returning to Novigrad. Yen will accompany him on his journey. That said, she leaves the dialogue and disappears.

If the Witcher's lover is Yennefer, Triss understands that she doesn't fit into this small family and decides to remove herself a bit into the shadows. She explains to Geralt that she is returning to Novigrad. That said, she leaves the dialogue and disappears.

Note: Lines that address the situation where Geralt romanced Triss do not exist but presumably this situation would be addressed in a similar fashion as they were in 2012.

END OF ACT 2

Act 3: Hunting the Wild Hunt

Instead of speculating about the past, let's focus on how to use it.
Avallac'h

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q110_preimlerith - After the Storm

Author: Glassfish
Character List:

- Geralt
- Ciri
- Avallac'h
- Triss or Yennefer
- Voorhis
- Nilfgaardian Soldiers

Time of the Falling Rain
After leaving Kaer Morhen, Geralt, Ciri, Avallac'h, and either Triss or Yennefer arrive in No Man's Land. It is constantly pouring rain causing high water levels and flooding a lot of areas. This is the doing of the Crones who are preparing for the Sabbath according to Avallac'h.

The group needs to find a way to get into the Sabbath. Unfortunately, neither Avallac'h nor Triss/Yennefer can use their magic as that would alert the Crones of their presence. Avallac'h says that in order to gain access to the sabbath they will need to bring an offering of Ergot-laced beer which serves as a strong hallucinogen. This type of bear is a local staple in Velen. Geralt can ask if they can use White Gull instead and Avallac'h says no. Geralt can also ask how Avallac'h knows all this and he states that he was actually the person who brokered a pact between the Crones and the Wild Hunt a long time ago.

Geralt suggests that they go to Crow's Perch as they are likely to find this ergot laced beer there.

Arriving at Crow's Perch
Upon arrival at Crow's Perch the group sees that Nilfgaardian Soldiers have taken over. A conversation between the soldiers can be heard during the approach. Upon talking to the soldiers Geralt says that they are here for beer. The soldiers

tell them to fuck off as Voorhis has a short temper. Upon hearing this Geralt quickly intimidates/persuades the soldiers that he knows Voorhis and to let them in.

Upon entering the keep, a conservation between a commander and his subordinates can be heard. The commander is berating them for tricking their comrade Odrin(yes that Odrin) into drinking the Ergot beer after which he dressed up in rags he found and ran around the keep pretending to be Grandfather Frost.

Meeting Voorhis

The group then meets Voorhis and he is really happy to see them and thanks Geralt for his help on the Isle of Mists. Geralt says that they need the ergot beer and Voorhis is more than delighted to let them drink their whole entire supply of beer since Geralt helped him on the Isle of Mists.

Ciri says she will go wait for Geralt by the cellar entrance until he is ready to go look for the beer. Voorhis quickly walks with Ciri and puts the moves on her. He offers to get a drink with her after they find the beers and offers to walk her to the cellar. Geralt tries to walk with them so that Voorhis is not alone with Ciri but Avallac'h stops him and says that he has one more important thing to discuss.

Ciri and Voorhis walk and talk. They recount their adventures together and Voorhis explains how he got off the Isle of Mists. Ciri is shocked about how much Crow's Perch has changed since she was there and Voorhis asks about why she was here before. Ciri overall takes a liking to Voorhis.

Meanwhile, Avallac'h has to discuss another thing with Geralt. Avallac'h says that Geralt has a more important mission to go retrieve a book on the Crones that Kiera had which will contain the password to get on the boat to the Sabbath. Geralt says that this book would be at Keira's second residence after she moved earlier in the game. Avallac'h says he needs to go retrieve this book. Avallac'h, meanwhile, will go with the Sorceress to "raid" the kitchen and get some provisions - but first - they will tire the horses.

Getting the Ergot Beer from the Cellar
Geralt meets Ciri at the cellar entrance. They go look for beer. While doing so they discuss things like Ciri's relationship with Avallac'h and what she was doing after leaving him on Avalon Island. During the search for beer Geralt and Ciri can discover and comment on the following beers.

- *Pride of the Village Chief* - bright full.
- *The Hound of War* - the relocated ones from Velen
- *Ma-in-laws Smooch* - For children, low alcohol
- *Waligóra* - a dark beer from Flotsam.
- *Your Old* - raspberry beer
- *Twardowski's beer* - this, writes that the year of production is present, and warns against ergot content. This is the correct one.

After retrieving the beer this section is done.

Getting the book from Kiera's House
Upon arriving at Kiera's house Geralt goes to an underground magical cellar and finds it protected by a magical shield. He needs to use his medallion to identify its power sources and destroy them in the correct order to proceed.

Consequences from *The Nilfgaardian Connection*
In the Crow's Perch Courtyard, Geralt can overhear Nilfgaardian soldiers talking near the hanged Temerian Partisans who used to occupy Crow's Perch (it is not clear if the Baron is among them). He hears one of them mention Hendrick and puts two and two together. He realizes that his choice to not turn in Hendrik to the Baron's men resulted in Nilfgaard taking over Crow's Perch and killing the partisans.

This raises the question if the keep would have still been occupied with Nilfgaardians if Geralt had turned Hendrik in but this is unknown. We only have the Nilfgaardian version of this quest.

Evening Party
Upon getting everything done Geralt walks into the Crow's Perch kitchen to see

everyone in the jovial mood and having fun drinking. Avallac'h says that it is ok to have some fun before going to the Sabbath the next day. So everyone sits down and drinks some hallucinogenic ergot beer and exchanges stories. For example, Avallac'h talks about how he invented the Eternal Fire religion for a joke. Avallac'h also explains the specifics of this local beer, how it was invented, and why it is needed for the Sabbath. Everyone finally blacks out drunk at the end.

Aftermath and Wrapup

Everyone wakes up with a hangover. Avallac'h summons the witcher to himself. He holds in his hand the book of witches that Geralt has retrieved. Avallac'h finds in the book the password that Geralt should give to the ferry operator(who will be a succubus) to allow him to cross. Avallac'h recalls the whole plan - when Ciri and Geralt set out for the ferry, Avallac'h and the Sorceress will go to the underground of Bald Mountain to destroy the heart of the big tree and thus deprive the Crones of their powers.

Geralt can then tell Ciri that we can go now or to wait for him to finish some stuff first. Once ready to go, Avallac'h will tell them where the ferry departs from.

q111_imlerith - The Sabbath

Author: Glassfish
Character List:

- Geralt
- Ciri
- Succubus Ferry Operator
- Velen Peasants
- The Crones
- Imlerith
- The Gardener
- Tomcio Paluch
- Sexed Fiend
- Succubus
- The Guide
- Orgy Participants
- Yennefer/Triss
- Avallac'h

Succubus Ferry Island
Geralt and Ciri arrive at the marina on the "Succubus Ferry Island". This location is still in the final game mostly intact. There are a bunch of local villagers here and Geralt and Ciri wonder if they are all going to the Sabbath. If Geralt arrives later, Ciri says that the villagers were reluctant to look at her at first but eventually left her alone. Geralt replies to Ciri that these are people who are under the care of witches and have come forward to claim their own. Ciri asks about the type of help. Geralt mentions witches feeding the local population - they see it in front of them. In addition, he mentions that they cured the plague, etc. Ciri comments that the witches also have a good side. Geralt responds that probably not - it's simply the currency that pays villagers for their services.

Geralt introduces himself to the succubus ferry operator as Vince von Rais, the sorcerer, and Ciri as his assistant Pfili. The succubus asks if they have the Ergot beer for the toll. Geralt gives the beer to the succubus. The succubus asks that they make a toast to the ladies of Ard Cerbin(the Crones). Geralt can either toast with the succubus or refuse to drink. The succubus gets mad if Geralt refuses and Ciri fixes the situation by saying Vince was just teasing. The succubus reminds Geralt that she does the teasing, not the other way around. This is the last chance for Geralt and Ciri to say that they will come back later. As soon as Geralt and Ciri drink the Ergot Beer there is no turning back till the end of the quest.

Arrival at the Foot of Bald Mountain

Geralt and Ciri arrive at the landing at the foot of bald mountain. The effects of the Ergot beer are taking hold. Ciri is not feeling well. Geralt reassures her that they can hold on together. From this point to the end of the quest, both Geralt and Ciri will be drugged and will experience hallucinations for the remainder of the quest.

Entering the Slave Market

Upon entering the clearing a conversation begins with someone named the Gardener who immediately accosts Geralt and Ciri. The Gardner asks if Geralt needs a Heart, Kidney, or pancreas. Geralt says that he doesn't understand. The guy is called the Gardener, who is promoting his vegetables (which are nowhere to be seen), however several people are lying on mats, motionless behind him. The Gardener says that he sells spells, organs fresh from the cemetery, and wholesale whole bodies. Geralt can say that he doesn't need anything or that he sources his own ingredients . The Gardener gets mad at either of these responses thinking that Geralt is digging up his graves or is lying. Geralt can respond by telling the Gardener that he not from here, tell him to fuck off, or tell him that he will attack him.

During this conversation, Ciri quietly leaves the frame and the conversation without Geralt noticing. From this point forth Ciri's behavior will get more erratic and unstable.

Geralt turns around to ask Ciri a question and finds that she is gone. He immediately goes looking for her while the Gardener cracks a joke.

Talking to the Gardener Again

Geralt can talk to the Gardener again to ask him if he saw where Phili, his student, went and how to get to the top of the mountain. When Geralt asks where Phili went the Gardener mocks him saying that she will come back on her own or his stall. The Gardener is implying that she going to die and come to his stall for harvesting. Geralt asks him if he sell anything else other than dead people and organs. The Gardener turns out to be a very talented poisoner. He invented a powder that, when inhaled, turns you into a mindless zombie. You are still alive, but you go into automatic mode, so to speak, and follow all commands without hesitation. The gardener praises that people changed in this way make fantastic housewives or sex slaves. The only disadvantage is that you have to force food into their mouths and force them to swallow, otherwise they die of hunger. They also have problems with chewing. This why the place is called the slave market and the people lying on the mat are the slaves that he is selling.

Geralt can then ask how to get to the top. The Gardener asks if it's Geralt's first time here. Geralt can respond in many ways and the Gardener will seem to not believe whatever Geralt says. However he tells him to go up the road where Geralt will find a hole in the wall. He is very ominous about this and won't tell Geralt about the dangers.

Talking to Tomcio Paluch

Geralt can talk to another man at a stall in the slave market, Tomcio Paluch - a fat man sitting behind a wooden, bloody counter with severed fingers strewn about. Geralt can ask him what the fingers are for. He says that he buys and sells fingers as well as rancid mother's milk, gallstones, earwax. He also sells alchemy ingredients. Geralts asks who would buy fingers and Tomcio says that demons buy them for good luck. Geralt can also shop for supplies with the dude. He can also ask him if he has seen Geralt's student Phili. He asks what her fingers looked like. Geralt asks why that is important. Tomcio replies that he only remembers people by their fingers. Geralt just leaves after that.

There is also a gameplay convo with Tomcio and a customer.

Seeing Ciri
Geralt sees a glimpse of Ciri. He calls out

Geralt: *Cir...Pfili? Wait!*

The Guide
Before he can reach Ciri a strange woman called the Guide approaches Geralt and accosts him. She tries to seduce Geralt.

Woman: *Hello, sorcerer... You haven't taken out your wand yet and you've already enchanted me...*

Geralt: *What do you want from me?*

Woman: *Take me. Take me here and now, as I stand. I want to ride you and howl at the moon...*

Geralt: *Not now... I'm looking for my student...*

Woman: *Don't like something, honey?*

Geralt can then tell her to back off, ask who she is. If Geralt calls her crazy and tells her to back off, the woman will tell Geralt to continue to call her names and abuse her very seductively. Geralt can then start to fall for the seduction and say that he can't say no to beautiful women.

If Geralt asks who she is she will say it's not important and again seduce him saying she wants him inside of her and all that. Geralt can again start to fall for this if the player chooses.

At this moment Ciri comes in calling for Vince. She yells at Geralt for leaving her alone and going after the woman. Geralts says that he was worried about Phili. The woman asks if Geralt prefers Phili over her. Geralts says that no Phili is a daughter to him. The woman then goes away. Geralt and Ciri say they have to keep moving.

Note: The woman was Whispess in her beauty form testing to see if Geralt and Ciri were lovers or if they had a father daughter relationship.

Sexed-up Fiend
Geralt and Ciri then walk to a Fiend and Succubus having sex.

If Geralt had previously talked to Fugas about Fiends, he could have learned that Friends always try to intimidate others, this is deeply rooted in their culture and ritual fights for position in the herd. Fiends will seek confrontation to demonstrate their strength. Fiends are not afraid of threats that have immediate consequences (such as "if you don't move away, I will kill you"), and it even encourages them to continue confrontation What the Fiends are afraid of are threats with delayed consequences ("my superiors will find out about it"). As beings who usually serve - and base their social hierarchy on the immediate resolution of disputes by force - they treat people "with connections" with innate caution.

The Succubus is saying "*Yeah... That's right... Don't stop...*". Geralt and Ciri both think they are imagining it but Fiend is actually talking. They realize there is no way around the Fiend. When Geralt finally draws their attention, the Fiend will become furious, stand up and roar terrifyingly then stand in a ready fighting position and start baring his teeth at Geralt and growling.

Geralt tells the Fiend that he needs to get through to talk to the Crones. The Fiend says that this is interesting but he allows nobody through. No exceptions. The succubus says that the Crones have no time for the likes of them and they are waiting for an important guest.

Geralt can reply that he is the important guest or that he doesn't have time for this. If Geralt says that he is the guy then the Fiends say that the Crones said the guy wasn't human. Geralt tells the fiend to look into his eyes and tell him if he thinks Geralt is a human.

The succubus tells the Fiend to "taste" Geralt and that she will "taste" Ciri. Geralt says that they don't know who they are messing with and that he is Vince von

Rais, a powerful sorcerer. He tells the succubus hands off of Ciri or that he will cut them off. The succubus says "He's threatening me, baby...". The Fiend then threatens to kill Geralt and the succubus says that they have heard of no Vince von Rais.

Geralt then says that the Crones will be furious when they hear how he was treated. The succubus tells the Fiend that Geralt is lying but the Fiend is worried about the possibility that he isn't. The Fiend then tests Geralt on if he knows the Crones names. If he gets it right then he and Ciri can pass. If he gets it wrong then there will be a fight and the Fiend and succubus will need to be killed.

There is also some gameplay dialog between some succubi waiting in line to get fucked by the fiend.

A Fiend in Skellige - Gamescom 2013

Ciri, are u ok? Part 1

Geralt asks Ciri if she is ok after the sexed up fiend scene. Ciri replies excitedly, "*Absolutely! Let's go kill some more fiends!"* Geralt begins to look at Ciri more closely - she is excited, even euphoric, something strange is happening to her.

Geralt tries to draw her attention to this. Ciri dismisses him with some trivial matter and, overjoyed, moves on.

Ciri Runs Away
Geralt says the fog is getting thicker and he can't see anything. Ciri doesn't know what Geralt is talking about and that she can see clearly. Geralt assumes that it's his turn to hallucinate. Suddenly Ciri says she sees Vesemir, Eskel, and Lambert and runs after them yelling "Hey!". Geralt says it's a trap and runs after her into the fog.

Chasing Ciri in the Fog
Geralt chases Ciri in the fog yelling, “*Phili! Phili! Where are you?”*

The Jumper
Geralt sees a person fall from a cliff and die.

Note: This is the ritual "suicide"

Ciri, are u ok? Part 2
After catching up with Ciri, Geralt asks if she is doing all right. Ciri says that she is not doing well and feels cold. Geralt tells her to relax and it's just the ergot. Ciri then goes into Elder blood mode and starts saying that the future will have ice, ice, ice everywhere. Geralt says that this is all a bad dream. Ciri says that'll depend on her.

Ciri’s Choice
Close to the top, Ciri tells Geralt that she is in no shape to fight. She tells Geralt to keep Imlerith and the Crones busy while she goes and picks the Fruit of all Evil. Geralt can say ok or that is a bad idea. If he says the latter Ciri will say that she is of no help in the fight in this state. Geralt says that he is afraid of losing her. Ciri says that she is a big girl now and can handle it. Geralt admits that she is right as they won't stand a chance if Imlerith eats the fruit. Geralt says that everything will be ok and wishes Ciri luck

The Top of the Mountain

At the top, Geralt recognizes the Crones: Whispess is the Guide, Brewess is the Prophet, Weavess is the Oracle. In the back you can see Imlerith amused by the whole situation. There's an orgy going on all around.

Note: Geralt recognizes the Prophet and the Oracle even though he didn't meet them in this version. This is likely because the 2013 version of this quest was a shortened version of the 2012 version and was not finished properly before development shifted toward rewriting the quest entirely.

Brewess: *You've finally reached the top, witcher... We were already worried.*

Weavess: *We owe you an apology... We knew from the beginning that you were on a sabbath... We followed you... We played like a cat and mouse... And you didn't recognize us, did you? We've changed a bit...*

Whispess: *Sorry we didn't say hello right away... But we'd like to know who your lovely companion is. She's been here before... She intrigued us.*

Brewess: *You told us a lot about her... She also revealed a lot. We already know who she is. Why does she have such strange, sweet blood... The guest is already waiting for her.*

Brewess: *Exactly, what happened to her? Why did you come alone?*

Geralt can respond by saying it's none of their business, he sent her away, or that they will see soon. Either way the Crones will make some classic Crone remakes and say that Geralt is hiding something from them. They say that they are nice but the guest, Imlerith, is not.

Suddenly, Ard Cerbin dies as Avallac'h and Yen/Triss have succeeded in killing the Tree's heart. The Crones freak out and then teleport away. Geralt asks Imlerith if he is feeling entertained. Imlerith says no but the night is still young.

The Imlerith Fight

Unfortunately we have nothing on the Imlerith fight for this version of the quest. However we can infer from looking at the 2013 version of a later quest that unlike the 2012 version there was no opportunity to eat the fruit. This is concluded from **q312_hate_fruit** being downgraded to **sq312_hate_fruit** in 2013. However, Ciri should still have to keep the fruit away from Imlerith for Geralt to successfully defeat him.

Aftermath and Wrapup

Triss and Yen express relief that Ciri and Geralt are alive. Ciri asks Geralt if everything is ok and asks to bandage his wound where Imlerith cut him. Geralt gets mad and tells Ciri to back off. Geralt apologizes for getting mad. Geralt says that Ciri should've eaten the fruit. Ciri says Geralt would’ve died otherwise. This indicates that Imlerith had the upper hand at some point to force Ciri to eat the fruit but she did not.

Geralt asks how it went for Avallac'h and Triss/Yen. Avallac'h said that the underground was full of dead bodies. Ciri says at least they got through it sober and that she is not touching beer with or without ergot ever again. Geralt wants to leave but Avallac'h says there are things to discuss.

Geralt asks him what's next. Avallac'h says that one of the officers has been eliminated but the other two still remain. He says that it would be good to start with Ge'els. Geralt says that they got to get going while the iron is hot.

Geralt can then ask Avallac'h what will become of Velen now that the tree is dead. Avallac'h says that time will tell but things won't change overnight.

The quest ends and the group goes to Novigrad to start **q310_pregoebbels.**

q310_pregoebbles - Dreaming of War

Author: Glassfish
Character List:

- Geralt
- Ciri
- Triss or Yennefer
- Avallac'h
- Roche
- Iorveth
- Dandelion
- Zoltan
- Corinne Tilly
- Radovid
- Sailor
- Fisstech Seller
- Radovid's men
- Redanian Officer
- Marquise Serenity
- Marquise's Assistant
- Passiflora Guards
- Prostitutes
- Clients
- Big Four
- Nilfgaardian Guards
- Djikstra's Guards

Note: While some behavior by Geralt in this quest seems a bit unhinged it is pretty clear at this point that there was no opportunity to eat the fruit in this version.

Arrival in Novigrad

Geralt, Ciri, Avallac'h, and Yen/Triss arrive in Novigrad. Avallac'h interrupts, saying that the group will first need a hideout from which they can plan and operate while in Novigrad. Triss/Yen comments about the changes in Novigrad, mentioning that it seems like finding the dreamer may prove more difficult. Ciri agrees with Triss/Yen, but points out that they should try finding some of Geralt's old friends in the city to help them. Geralt noticed Iorveth's approach, commenting *"Speaking of which..."*.

Iorveth greets Geralt, commenting he was expecting them to head to their old hideout upon arrival. Geralt is happy to see his old friend, greeting him warmly. He comments that they may need his help soon. Iorveth asks what they are planning to do. Geralt speaks in hushed tones that they need to find the Dreamer. It is crucial to their future plans. Iorveth mentions that he actually believes Roche could know something about the Dreamer’s whereabouts. The man hasn't been quite himself recently however.

If she is in the party, Yennefer mentions they could just go to the old place Geralt used to operate out of. If she is in the party, Triss mentions her place as a possible hideout. Geralt says he doesn't think it is a good idea. He'd prefer to go somewhere new, where no one suspects them. He proposes to Dandelion's brothel. Ciri remarks sarcastically that she wonders why that would be less conspicuous. Yennefer reacts to Dandelion and Zoltan. Geral mentions that Zoltan and Dandelion are two of the most trustworthy people he knows. They can be of great help. Iorveth says he will fetch Roche and meet them at Dandelion's then.

At Dandelion's Brothel

Zoltan is trying to teach his owl words when Geralt and friends enter. Geralt, after Zoltan doesn't notice them, comments that owls usually don't talk. Zoltan turns and greets Geralt loudly and warmly. Triss/Yen greets Zoltan and comments on his owl. Zoltan merrily tells them that he's been trying to teach the owl to talk for a while now. Ciri asks why the owl has a mask. Zoltan comments that it is a special owl, and she would get very fidgety if the mask was removed.

That's what the person selling her said. Geralt says that Zoltan is really falling for bogus traders this time around. Zoltan waves that away as nonsense and then yells for Dandelion.

Dandelion loudly greets Geralt as he approaches. He says he is glad Geralt could make it. Geralt comments that it seems his business is doing well and greets his old friend warmly. Dandelion asks if there is anything Geralt needs to know before they move on to discussing their plans? Geralt says that they have a need of a place to rest and to plan their further moves. He asks directly if they can stay here for a while. Dandelion confirms this, of course, they can use the upstairs room for as long as they want. But he is curious what brings the group to Novigrad.

Triss/Yen says that she will proceed upstairs while Geralt fills in the troublemaker. Avallac'h also excuses himself. Dandelion says that they are still expecting Iorveth and Roche to arrive. Meanwhile, he wonders if Geralt has a plan on what to do. Geralt informs Dandelion that they are looking for the Dreamer. He relates the information he has so far mentioning that Roche will likely be their best source of Information. Ciri asks how things have been going in Novigrad, what with Radovid in the city now. Zoltan lays out the current situation in Novigrad, explaining that Radovid is still having some trouble in taking over the whole city. Iorveth joins, greeting Geralt warmly. He says he's glad the Witcher could make it to the meeting. He also says that Roche will be along shortly. Geralt says they should probably gather upstairs then.

Planning

Triss/Yen greets Geralt with news that Yennefer/Triss was waiting for him up here. Yennefer/Triss greets Geralt but otherwise does not comment. Geralt greets Yennefer/Triss briefly. Basically the sorceress that Geralt did not pick rejoins the group and it's awkward. There is a brief moment of silence, but then Geralt gets to the matter at hand.

Roche walks in, greeting Geralt. He looks and sounds depressed and worn out. He asks what this meeting's purpose is. Geralt says that Iorveth claims Roche could

have some information on Corrine Tilly’s whereabouts. Geralt comments that it seems only logical that they look to Radovid for more clues. Iorveth says it might be worth checking out the Big Four instead.

Avallac’h agrees that it seems King Radovid would be their best choice since he obviously wishes to find Corrine as well, albeit for different reasons. Roche says that getting to Radovid may prove to be a bit complicated. The King doesn't see just anyone and has distanced himself from Witches and Witchers alike, publically. However he knows a high ranking officer in the Redanian Guard that could get them an audience.

Geralt asks about the kidnapping. Roche gives the details he knows. He had hidden Corrine away from Radovid, because Radovid had already attempted to kill her before and she had barely escaped. He doesn't know why Radovid wants her so bad. Just a couple of days ago however, the security of his home was breached and he found Corrine gone. Ciri asks how he can be so certain that it was Radovid. Iorveth points out that the Big Four were also interested in Corrine; maybe they took her. Triss asks about the Big Four. Dandelion explains that the Big Four are the criminal masterminds of the city and currently the only reason why Radovid hasn't conquered the city yet. He points out Geralt already had the pleasure of dealing with them. Roche says that he just knows that the reason behind Corrine’s disappearance lies with Radovid and if not, he would at least be the one to know where to look.

Geralt comments on Roche's obviously bad mood. He asks how come he is a shadow of his former self. Roche answers that the kidnapping of Corrine hit him hard. Dandelion comments that he senses some love there. Roche shoots Dandelion a cold look, but he nods and admits that he is deeply in love with Corrine. That was the original reason he gave her protection. Geralt steers the conversation back to the topic at hand.

Geralt asks why Roche can't go to Radovid himself and ask for an audience for Geralt. After all, he was close with Radovid before. Roche explains that Radovid betrayed him and Roche has since withdrawn his support, rather openly which

doesn't endear him to Radovid of course. He does not tell Geralt the details, but he can't go to the King himself. Dandelion makes a snarky comment but Geralt shuts up Dandelion.

From this point on, the group begins to concoct a plan for getting to Radovid.

Note: There are clearly two different plans present in the files. It is possible that Geralt had a choice between the plans or if one plan replaced the other for the 2013B revision. In the latter case I'm leaning toward the artwork plan being part of 2013B and the fisstech plan being associated with 2013A. This summary describes the fisstech plan. Most of the dialog for this plan is lost however there is enough to make out what the plan is supposed to be.

The plan essentially requires Geralt to go find some fake fisstech so that he can bribe a guard to leave a ladder up to Radovid's ship at night. Then the group will plan a big distraction near the ship so that Geralt can then sneak in and meet with Radovid.

Triss points out that they still need to find the sailor. And some fisstech. Iorveth asks if the sailor Roche is talking about is "Name"(CDPR hadn’t come up with a name yet). Roche confirms this. Iorveth mentions that he is also known to frequent a local brothel. He adds that it might be enough to convince him to help if Geralt can get some of the girls to testify that he does so in front of the church of Eternal Flame. Radovid is bound not to want to keep someone like him in his ranks.

Geralt asks what type of distraction people were thinking about. Dandelion mentions they could organize a loud "party" on the docks that could get the attention of the guards. They would likely try to break it up or at least send the party-goers away. Iorveth adds that they could provide a dead body and place it so it is found at the right moment. A murder this close to Radovids ship would likely cause the guards to stir. Yennefer adds that they could produce some magic on the docks, then hide. The guards are likely to try and catch sorceresses.

Geralt says that the sorceresses no doubt will create the biggest distraction for the guards on Radovids ship. If they use their magic, the guards won't have a choice but to try and intervene. Triss agrees, though she seems a bit tentative about it. Yennefer agrees as well and seems to anticipate the event happily. Dandelion intervenes that he is not sure if they need the guards just staring at ladies. Yennefer cuts Dandelion off with a stare and continues that they can get the attention by using magic. Roche says that that is pretty much guaranteed to get the guards distracted. They would not pass up a chance to catch a witch, or two.

In an alternative proposal, Geralt says that hurting one of the guards and then making a run for it is sure to get their attention. He cautions them to get out of there fast however. Iorveth agrees, but he says they can't get away too fast or the distraction won't last long enough. Ciri says she'll make sure no one catches Iorveth.

Geralt can choose whether he wants Yen and Triss or Ciri and Iorveth to do the distraction and says they should now get ready while he goes and gets the fisstech.

Getting the Fake Fisstech

The trader peddles his wares to Geralt, claiming to have only the highest quality herbs. Geralt greets the trader. Geralt mentions that he heard the man is selling some fisstech of "questionable" quality. The trader seems outraged and denies having such things for sale. Geralt mentions that Dandelion sent him here.

The dealer seems a little more cooperative. He says that yes, he has a limited supply of fake fisstech. This is mainly for people who want to help their friends get rid of the nasty habit. Geralt says he doesn't care what the trader does, just as long as he gets the fake fisstech. The trader mentions a price.

Geralt can either pay it or refuse. If he chooses to refuse, Geralt mentions that he could make sure the dealer could never peddle his wares again. The trader pales, and shakily admits that he has such an item in stock. He offers a lower price.

Geralt relents and leaves the man be. The dealer slowly agrees and hands Geralt the fake fisstech.

Bribing the Sailor
Geralt asks the drunk sailor if he is "Name". The man is obviously drunk and in a bad way. He keeps mumbling about needing to get some money to get the good stuff. Geralt says that he may be able to help the sailor with that Fisstech problem. The sailor is surprised about Geralt's appearance, but he is clearly intrigued right away. He asks if Geralt overheard him. Geralt says yes, that's why he is here. He has what the man wants and could provide it to him right now. The sailor seems a bit suspicious, but he is obviously intrigued. He asks how much.

Geralt looks around briefly, then says he needs a way to get on Radovids ship. Before the man can refuse, he quickly says that he does not intend to harm the King. But he needs a private audience. The sailor fidgets. He is worried about his job. Geralt calms him down, mentioning he only needs to let a rope-ladder down at the back of the ship at 22:00 next night. The sailor asks what Geralt has to offer.

Geralt can choose to give the man the fake fisstech or the real fisstech. Geralt says that the fisstech here should last the man for a while. The sailor looks and sounds quite pleased, agreeing to help Geralt. Geralt reminds the sailor to lower the rope-ladder at 22:00 the next night.

The Distraction
Yen and Triss or Ciri and Iorveth begin the distractions. This starts a big commotion within the ranks of the guards around the ship. Witcher Hunters can be seen around a body that Iorveth planted, near Radovid's ship. If he gets close, a Witch Hunter comments that Geralt looks suspicious and is being far too nosy. The leader agrees and calls for an attack. Geralt will then have to fight his way to Radovid.

Alternatively, Geralt can take the stealth route and climb up the ladder that the Sailor left out for him. Either way Geralt finds his way to an audience with Radovid.

Audience with Radovid

Geralt thanks Radovid for diffusing the situation out there and seeing him. Radovid comments that it was a foolish move to try and bribe an addicted sailor. But he remembers Geralt. Geralt speaks respectfully that there seemed to be no other way to get to him. Radovid explains why he has to distance himself. He explains the situation in Novigrad and his problems in getting it under control. He believes he would have an easier time if the Big Four were gone and laments having lost a valuable asset in Roche. He explains his reasons for betraying Roche previously. Geralt responds that this is all well and good, but the real reason he is here is the Dreamer and Roche mentioning that Radovid has something to do with her disappearance. Radovid says that that is typical of Roche. Of course he would think Radovid behind it. The truth however is that Roche miscalculated when he tried to use Corinne as blackmail against him.

Geralt asks directly if Radovid has the Dreamer. Radovid seems to hesitate a moment, but then denies it firmly. He is on the girls trail as well, since he believes her gift may prove useful. He explains that Roche was hiding the girl, but she was kidnapped from him as well, by whom he does not know. Geralt comments that Radovid must know something. Radovid explains that there is indeed something he knows. One of his agents recently reported that he was close to capturing the Dreamer. He would be willing to give Geralt the details if Geralt in turn helped him. Radovid explains that he believes his enemy in the city caught wind of him wanting to use the Dreamer and that's why they kidnapped her. One of his sources told him that the Big Four have gone so far as to attempt contact with the Nilfgaardians. He does not know how they plan to do this, but he is sure someone in their organization could shed some light on this.

Geralt asks about the Big Four in the city and why the King believes they would be working with Nilfgaardians. Radovid explains that the Big Four seem to have gone further and further into hiding for some reason. He claims they realize that

they stand no chance against him in the long run and that's why they are running to the Nilfgaardians. Geralt comments that the Nilfgaardians might not be too lenient with criminals either. Radovid says that while that may be the case in peace-times, in war, he believes the Nilfgaardian emperor would be stupid not to use them as an advantage.

Geralt asks how the Big Four could possibly get in contact with the Nilfgaardians. Radovid explains that he believes there are a number of spies inside Novigrad and around the city that could start contact with the Nilfgaardians. He doesn't know where they are hiding however. Geralt then asks what Radovid expects would happen if the Big Four actually did cooperate with the Nilfgaardians. Radovid says he believes the Nilfgaardian emperor would use them and then get rid of them. Once they are out in the open, it would not be difficult and once the war is over, he would have no more use of them.

Geralt asks Radovid about this agent directly. Radovid explains that the agent is very capable and very loyal to Redania. He has been vital in gaining information about the Big Four and as far as Radovid knows, he is close to finding a way to deal with them. Geralt says that this little problem seems to be going away soon then. Radovid comments that while that may be true, it seems the agent has met heavy resistance. He hasn't reported back to Radovid in a while now. Geralt asks how the King can be sure the agent has Corrine. Radovid explains that he cannot be sure, but it is undoubtedly the best lead the Witcher could hope for. He knows for a fact that his agent was poised to carry out an operation to capture the dreamer. Since Corrine is now captured, he has to assume it was indeed his own agent.

Geralt asks what Radovid wants in exchange for the information. Radovid says that the aforementioned informant apparently needs some help in dealing with the Big Four. This is where Geralt would come in. Radovid asks that Geralt meet with his agent and finish off the Big Four. Geralt asks what exactly this entails. Radovid says that he doesn't care, as long as the Big Four leave this city and don't think of returning. He would prefer them to be rendered dead, since they then can't help the Nilfgaardians should they feel inclined to. Geralt asks what he will

get in return. Radovid says that he won't call the entire Kingdom down on Geralt right away when he uses Corrine for whatever he needs her for. That should be enough incentive. Geralt respectfully says he understands. He bids the King farewell.

The agent is Djikstra however Radovid doesn't mention it in this version. However, somehow Geralt already knows it's Djikstra and goes looking for him.

A Fork in the Road
The quest now splits into Path A and Path B. If Whoreson Junior is alive then Path A happens. If Whoreson Junior is dead then Path B happens.

Consulting with Iorveth (Path A)
Geralt greets Iorveth and immediately gets to the point. Radovid told him that the Big Four were planning to work with Nilfgaard. He asks if Iorveth knows anything about that. Iorveth seems a bit surprised. He says that he stopped actively working for them a bit back, but he does remember hearing rumors of a meeting that is supposed to take place soon. Geralt implores Iorveth to remember everything he can about the meeting.

The elf thinks briefly, then nods. Yes, definitely a meeting that was being talked about a lot. But at the same time, very secret. It was supposed to take place in the Villa Var Attre and if he remembers correctly, it was supposed to happen tomorrow. Geralt asks if Iorveth thinks this could be the meeting with the Nilfgaardians. Iorveth says it would make sense. The weirdest part about the meeting was that it was said there would be no guards going to that meeting. That implies a place with security of its own. Nilfgaardians would probably be able to provide that. Geralt thanks Iorveth. He has to go.

Var Attre Villa(Path A)
Geralt busts straight into Var Attre Villa and kills all the guards in a very badass scene. The Nilfgaardian noble pales visibly as Geralt finishes off the last guard. He yells for more guards. There are no more guards to be had, says Geralt, approaching. Cleaver grumbles something about lack of security, but they are all

backed against the wall. Faced with the cold-blooded killing streak of Geralt, the man asks what Geralt wants.

Whoreson says they can make his dreams come true. Geralt says he only wants Corrine. Whoreson is quick to point out they don't have her. It's that bastard Dijkstra, the one who works for Radovid. Cleaver points out that's why they are here, with the Nilfgaardians. The nobleman says that Geralt should watch what he is doing. Geralt beheads the Nilfgaardian. Geralt comments that now that the Big Four have no more reason to pact with Nilfgaard, maybe they should leave the city. Cleaver agrees quickly. But before they leave, Geralt demands the location of Dijkstra.

Whoreson says he is holed up in his stronghold under the Bathhouse. There's an entrance in the basement. Lots of guards. But it seems that sort of thing doesn't stop Geralt. Geralt turns to leave. Geralt says he better not see the 3 of them in this city again. It would be better for their health.

Consulting with Iorveth(Path B)
Geralt greets Iorveth and immediately gets to the point. Radovid told him that the Big Four were planning to work with Nilfgaard. He asks if Iorveth knows anything about that. Iorveth seems a bit surprised. He says that he stopped actively working for them a bit back, but he does remember hearing rumors of a meeting that is supposed to take place soon. Geralt implores Iorveth to remember everything he can about the meeting.

The elf thinks briefly, then nods. He tells Geralt he will need to go to the Passiflora to ask Marquise Serenity for Dijkstra's location.

Entering the Passiflora(Path B)
In this version of the story Marquise Serenity can not be easily reached. The guard tells Geralt that no one sees the madame right now. The second guard says Geralt can enjoy the girls down here as much as he likes. The first guard adds that no weapons drawn are allowed in the establishment. Geralt asks if there is any way he could prove to be trustworthy or to gain madam's favor. The guard seems

to think for a moment, then says that yes, there is something. He says that the girls have had some problems recently. The second guard says that girls have been brutally beaten and raped while on their way to outcall clients. The guards have been trying to put a stop to it, but the patrol they sent with the last girl was killed. The first guard says those are professionals, likely hired by competitors. If Geralt could go along with one of the girls during an outcall…maybe he could get rid of the attackers. The guard thinks if they get beaten up badly enough, they wouldn't try again.

He adds that maybe they should get one of the girls to answer more questions. The second guard calls for one of the girls. The girl approaches and asks how she can be of service, looking seductively to Geralt. The guard says that Geralt is offering to help with the beating situation. The girl changes her demeanor almost immediately. She now genuinely smiles and asks how she could help or what Geralt wants to know. Geralt asks about these competitors. The girl says that she believes it to be a group of other brothel owners envious of the Passiflora's success. She thinks that they believe if they make the girls stop working, they can get the upper hand. The guard adds that it always happened in the richer district of the city. But the city watch seemed to not care.

Geralt asks when the next outcalls are planned. The girl answers that two girls are booked in a few hours for an outcall. They are already very skittish and afraid. They have been asked to move to a mansion in the rich district. The guard adds that they will send two men along, but that's all they can spare at this point. The girl says that it would be a huge relief if Geralt agreed to come along.

Geralt can either agree to help or decline. If he declines, Geralt says that he can't help them. He doesn't want to get mixed up in brothel wars. The girl is visibly disappointed but remains polite. She says she wishes the Witcher well then and leaves. The guard says that he had hoped the Witcher would help, but he understands the reluctance to help here. If Geralt agrees to help, he will be at the entrance of Passiflora when the girls leave. He tells the guards they don't need to send two of their own. The guards protest. It is their duty after all. Geralt says he works better alone. He will keep the girls safe.

Note: It is unknown how the events proceed after this if Geralt agrees to help. This section was seemingly abandoned at this point.

However, Geralt has a second option to reach Marquise Serenity if he declines to help the girls. He can draw his sword and kill all the guards and reach Serenity and her assistant by force. The madame yells for Geralt to stop hurting her assistant. Geralt keeps threatening the assistant, saying he needs some answers. The assistant says the madame should not let herself be threatened.

The madame ignores her, and asks what Geralt wants to know. Geralt asks where Dijkstra is hiding. The madame says that she knows he has gone into hiding in his base under the bathhouse. He has a lot of guards there. Geralt says that he needs to be certain no one tells Dijkstra of his approach. The madame says she will keep it a secret if Geralt keeps the assistant alive. Geralt can either say he can't take the risk. Too much is at stake. He can also relent and let both women live. He leaves without another word.

Plotting the Attack on the Bathhouse

Geralt meets back up with his group. Geralt says they now have the location of Dijkstra under the Bathhouse and reason to believe he has Corrine or at least knows where she is. Avallac'h asks what they are waiting for then. Ciri says they should come up with a plan of how to get to Dijkstra.

There are two versions of this attack plot. One where Geralt left Serenity and her assistant alive and the other where he killed them or if Whoreson gave him the location.

Serenity and assistant alive and Whoreson dead

Geralt agrees. There will be a lot of resistance. Dijkstra knows they will be coming and if he is that intent on hiding, they will have to make sure he can't escape. Iorveth says that there is the possibility to reuse the sewer system to get into the area under the Bathhouse. Geralt agrees and says he'd like Yen, Triss, Ciri, and Avallac'h to go through the sewers and meet him in the Bathhouse. They are to make sure Dijkstra does not use this as an escape route. Triss laments about the

sewers and her role in this. Dandelion assures her this will be left out in the epic ballad he will write. Yennefer says that it will be no issue stopping a man from escaping. They hardly need three of them for that. Ciri says that they are just being cautious. It pays to be on the safe side. Geralt cuts the two short. Time is of the essence. They need to get going.

Serenity and assistant dead or Whoreson alive
Geralt says they now have all the necessary information. Dijkstra's hideout is under the bathhouse, ironically. He won't be expecting them, so they have the element of surprise.

Note: This is essentially the stealth version of the attack and can revert to the normal version if at any point the guards catch Geralt.

Iorveth points out that they could use the sewers to get in, instead of going through the front door. Ciri says that it would be good to cover that way, but they need to strike from two directions to make sure he doesn't leave. Geralt agrees.

Geralt can now choose if he want to approach from the Sewers or the Bathhouse entrance while the others take the other route.

Sewers Approach
Geralt says he will approach through the sewers. If Dijkstra attempts to flee that way, he can cut him off easily. Iorveth reminds Geralt that the sewers are still poisonous. Geralt recognizes this and says he will take the potion. It should keep him good long enough to get to the hideout. Meanwhile the second team should head through the main bathhouse to make sure he doesn't escape through there. Ciri points out that there will be guards most likely. Geralt says there is no time for consideration. They have to get in as fast as possible. They should get going now.

Main Entrance Approach
Geralt says he will approach through the bathhouse. He expects most resistance there and he wants to make sure nothing gets out. The other team meanwhile should go through the sewers to cut off that way. Iorveth reminds Geralt that the

sewers are still poisonous. Geralt recognizes this and says he still has potion to pass around. It should last long enough for them to get through and meet up with him in the hideout. Dandelion points out that Geralt will have to get undressed if he wants to enter the Bathhouse without suspicion. Triss comments that he usually doesn't have problems taking his clothes off. Geralt comments about the joke, then says that the team will have to carry his weapons with them. When they meet up, he can get ready. Ciri points out that there will be guards most likely. Geralt says there is no time for consideration. They have to get in as fast as possible. They should get going now.

Geralt reminds everyone that the plan could change. He will let them know if he decides on another entrance last minute. Ciri asks how he will let them know. Geralt just says: *"You will know."* The group moves out.

The Attack on the Bathhouse: Non-stealth version
This is the no stealth version of the attack on the Bathhouse. The stealth version can revert to this version at any point if Geralt is caught. Unfortunately, a lot is lost about this version since it was cut rather quickly. However, it was likely just a chaotic fight to where Dijkstra is holed up in the sewer with some banter between the guard and the groups on the way there.

The Attack on Bathhouse: Stealth Version - Geralt enters through the main entrance
The guard says all clients have to change in the changing room. He motions for Geralt to go there. Geralt does the next section naked. He needs to find a way to reach the secret entrance to open the path for the others who are entering through the sewers.

While this is occurring, there is a scene with banter between the others. Ciri comments that Geralt should be here quickly. The potions will run out soon. Triss says that they don't need to worry. He'll be here. Avallac'h comments that there are also bound to be more guards inside. Ciri says she is sure Geralt will dispatch them quickly. Yennefer comments Geralt better soon get them out of this muck.

Ciri makes a snarky remark about that. Avallac'h says that they should focus on the task at hand. They just need to break down the wall to get inside now.

Geralt then finds the other and lets them into the bathhouse. Triss/Yen comments that it was about time Geralt let them in. Geralt says a little patience never hurt anyone. Ciri comments that he seems to have cleaned up here. Geralt says that the lack of warning seems to have led to less guards than he expected. Geralt says it seems that Dijkstra hasn't been alerted to their intrusion before. He asks the three to remain here and stand guard while he deals with Dijkstra.

The Attack on Bathhouse: Stealth Version - Geralt enters through the sewers

Geralt muses that he assumes Dijkstra hasn't done any cleaning of the sewers since last time. Better take that potion now. Geralt comments about the continued presence of drowners sarcastically. Geralt can dispatch the guards in the sewers quietly.

While this is happening there is some group banter at the entrance.

Triss romance version
Ciri comments that Geralt is taking his sweet time. Triss comments that he is probably just waiting for the perfect moment to make a grand entrance. Avallac'h murmurs something about theatrics. Triss says that she knows he likes to enter with a bang. Yennefer mentions that Geralt always takes his time. It's a sort of trademark. Yennefer mentions that he'll be here, no worries. Avallac'h points out that there are more guards around the corner. Triss says that the trip through the sewers better be unpleasant enough to warrant for Geralt letting them do all the work. A guard shouts about intruders in the hideout. Another guard yells about sorceresses. Ciri comments that she never really gets noticed next to Triss. Triss tells her that that is a good thing.

Yen romance version
Yennefer mentions that Geralt always takes his time. It's a sort of trademark. Avallac’h says that he should really hurry this time. Yennefer says he will be here.

In the meantime, they should probably take care of those guards around the corner. Ciri mentions that Geralt certainly is letting them do all the mopping up this time. A guard yells about intruders. A second guard tries to yell about sorceresses but is cut off. Yennefer says she never quite could stand that yell about witches and sorceresses.

Bursting In
Geralt then bursts in from the sewers.

Triss romance version
Triss comments that she did say that Geralt likes to make an entrance. Geralt replies that the entrance usually is grande by necessity, not desire. Ciri says that she doesn't know if she should believe that. Geralt thanks her sarcastically and says that the three of them should stay here and guard the exits in case someone tries to make a getaway. Avallac'h agrees, but bids Geralt to hurry. Time is running short.

Yen romance version
Yennefer comments that Geralt DID take his time. Geralt replies that he always arrives precisely when he intends to. Ciri says that she doesn't know if she should believe that. Geralt thanks her sarcastically and says that the three of them should stay here and guard the exits in case someone tries to make a getaway. Avallac'h agrees, but bids Geralt to hurry. Time is running short.

Getting to Dijkstra
The rest of the quest proceeds the same for both paths. The big fight starts here for the stealth version. Geralt kills the last upstairs guard and moves to open the way to the bathhouse. Geralt kills the last upstairs guard and moves to open the way to the bathhouse.

Bart is huddled in a corner, apparently unwilling to get involved in the fighting. Geralt asks what is wrong with Bart now. Bart is upset he failed Dijkstra before. This is his punishment. He doesn't want to fight and fail again. But he won't let the witcher into the hideout again. Geralt wonders if the troll has simply grown

weak. Bart denies this indignantly. But he feels bad. Geralt says that he doesn't believe the troll. He bets he couldn't even break down that pathetic little wall.

Bart gets angry that Geralt doesn't believe him. He says he could break that puny wall easily. Geralt says that he doesn't believe Bart still. Geralt successfully manipulates Bart into letting him into the hideout area.

Dijkstra(Path A)
Dijkstra is badly wounded, scrambling away from the Witcher. Dijkstra curses at Geralt for being so damn good. Geralt says that it doesn't have to end like this. He doesn't want to kill Dijkstra, but he needs Corrine. Dijkstra says that then the Witcher has no choice. Either he kills him now or Dijkstra will follow him to the ends of the world.

Geralt has the choice to either kill Dijkstra or cripple him. Yes, this is the origin of the same leg breaking scene that made it into the final version of the game. It fits much more appropriately here.

Dijkstra(Path B)
Dijkstra comments that it has been a while since the two have seen each other. He seems almost happy to see Geralt. Geralt says that he is surprised Dijkstra seems so calm. Dijkstra says he would have called off his guards before, but he was too busy dealing with these people(indicates the other members of the Big Four dead around the table). Geralt comments that he certainly is one of the most effective hounds of Radovid. Dijkstra says it is not so much Radovid. It is Redania. And right now Radovid is the best for Redania. Geralt says that Radovid actually sent him here to help Dijkstra. Apparently, that help is not needed anymore. Dijkstra says that Geralt's attack on his Bathhouse made it easier for him to catch the Big Four unaware of his own plans. So in a way, Geralt did help.

Geralt asks how Dijkstra managed to kidnap Corrine from under Roche's nose. Dijkstra says that Roche is easy to fool in this. The man is in love and we are all fools who love. His blind love even lets Roche ignore the fact that Corrine is a Nilfgaardian spy. Geralt asks if he has proof for that. Dijkstra says the girl

admitted it readily. Roche wouldn't even hear of it when Dijkstra first approached him. Though he assumes that this also has something to do with the man's deep loathing of Radovid because of the past.

Geralt asks how he managed to lure the three most paranoid people into this place. Well, the two most paranoid people. Dijkstra comments that they were scared. After Whoreson's death, they needed to be reassured. He offered his own hideout as a safe haven. And it is a safe haven after all. Geralt says that sometimes, it is rather amusing how blind people can be. Dijkstra says that it is indeed funny. They never suspected him.

Geralt asks where Corrine is right now. Dijkstra indicates that she is safe and unharmed. But why would Geralt need to know this? Geralt can point out that he has no use for her or point out that Geralt could kill him.

Dijsktra laments that he did not give a proper welcome to Geralt, but everything happened too fast and when he realized it was Geralt looking for him, it was too late to change anything. Geralt says that right now, all he cares about is getting to the Dreamer. Dijkstra comments that the girl is slowly but surely proving more trouble than she is worth. Geralt comments that he cannot bring her back to Radovid. And without Radovid, Dijkstra has no use for the dreamer. Dijkstra agrees, but argues that there might be people back in Redania who could use her gift. Geralt says that if he doesn't use her gift, Redania and everything else would be doomed anyway. It wouldn't matter what he did. Dijkstra reluctantly asks what the Witcher needs her for. Geralt explains their plan and why it is vital. Dijkstra finally agrees.

Alternatively, Geralt says that he needs the Dreamer and he will get her. Dijkstra's guards couldn't keep him outside, they can’t keep him from Corinne either. Dijkstra snaps fingers and the guards draw their weapons. He asks if the witcher is so sure. These are his best men and he is not easy to kill either. Geralt now has one last chance to either attack or reason.

If he attempts to reason, Geralt comments that Dijkstra really should have known better. Geralt says that it doesn't have to end like this. Radovid will discard Dijkstra and if he doesn't get to use Corrine, it will not matter if Redania wins or loses this war. Dijkstra is not convinced. He argues that a strong Redania could persevere. Geralt explains that the Wild Hunt could not be stopped by conventional means. That's why they need the Dreamer. Dijkstra finally relents,

Freeing the Dreamer
Dreamer sees Geralt approaching and says that she had a feeling it would be him finding her here. Geralt says that her help has been greatly appreciated. And it is needed again. She asks if he was sent by Radovid. Geralt says that it is a bit more complicated than that. Finding her was difficult. Yes, the King sent him on her trail as well, but he needs her for something different.

She says it might be better to talk outside the cells. She is not really comfortable here. Geralt says that, before he lets her out, he wants a straight answer. Is she working for Nilfgaard or not? After a short pause, she finally answers yes. She is a Nilfgaardian spy. She explains why she is doing what she is doing. Geralt stops her. He does not care about the details. The Dreamer then asks if they could leave this place now. Geralt can either leave now or stay for some reason(collect loot?).

Back to the Hideout
Roche approaches Corinne and Geralt, clearly radiant that Geralt brought Corrine back. Roche greets Geralt and especially Corinne happily. Geralt returns the greeting. The Dreamer greets Roche warmly.

Geralt explains that he needs Roche and Iorveth to make sure Dandelion's place is secure. He asks Iorveth to scout, and Roche to remain for a moment. Iorveth nods and excuses himself. Roche asks what kind of protection Geralt expects to need if he has Zoltan, Iorveth and himself on duty. Geralt can now choose if he wants to tell Roche the truth about Corrine being a Nilfgaardian spy.

If he chooses to tell him, Geralt says that there is something he needs to tell Roche. He proceeds to tell Roche the truth about the Dreamer and her affiliation

to Nilfgaard. Roche is visibly shocked, denying Geralt's words at first. Geralt insists that Corinne himself told him. He wouldn't lie about something like this. He felt Roche deserved the truth. However he does need the Dreamer now. And he needs to make sure they remain undisturbed for the time being. Roche tries to argue against it a little more.

Iorveth says that he wonders how Roche will deal with this. He has seldomly seen the man this devastated, even more so than when Corinne was kidnapped. Geralt replies that Roche has a right to know the truth. Corinne wouldn't have stopped her affiliation to Nilfgaard for him. Iorveth says that of course he had a right to it. It's just that sometimes, the right things aren't the good things. Geralt makes a deep comment about the value of lies in war as Corinne leaves.

If he decides not to tell him, Geralt says that Roche should consider himself lucky. Corinne is very much in love with him. He says he should make sure to keep them safe now. Roche seems happy, but also amused. He agrees and promises not to let her get kidnapped again. Geralt says that in order to start with that, he should make sure no one unsavory enters the brothel tonight. They need to remain undisturbed for what is to come. Roche agrees and leaves. He leaves the room then.

Iorveth comments that he has a feeling the Witcher hasn't told them everything about what transpired during the rescue. Geralt replies that there are some things that are better left in the shadows. It will come out eventually, but for now, it is better to not talk about it. Iorveth says that he hopes Geralt knows what he's doing. Geralt comments to himself about the value of even fake happiness in times of war.

q311_goebbles - Noble Betrayal

Author: Glassfish
Character List:

- Geralt
- Avallac'h
- Radovid
- De Jonkheer
- Night City Junkie
- Joytoy
- Chinese Man
- Nilfgaardian Soldiers
- Redanian Soldiers
- Geels
- Female Aen Elle Elf
- Triss/Yen
- Ciri
- Corrine TIlly
- Roche

A Lover’s Spat(dependent)
This scene only occurs if Geralt told Roche that Corrine was a Nilfgaardian spy. Roche is yelling at Corrine and is very upset with her. Corrine keeps trying to get Roche to understand but it's hopeless. Roche basically dumps her. Geralt asks Roche what he will be doing next. Roche implies that he is either going to jump off a bridge or go hook up with someone. When Geralt asks him for a serious answer he says that he doesn't know and says that he will see Geralt in the afterlife(He does not actually kill himself later).

Avallac'h's Plan

The planning for the trip to the Spiral begins. Geralt says that there is no time to waste and requests that Avallac’h open the portal now. Avallac’h laughs at Geralt

and says that he has much to learn. Avallac’h then goes into a long monologue about Time and Space,

"People believe... With their typical and unsupported arrogance... that what they see around them is the whole world. They think that it is the center of everything and that the stars are just specks of gold pinned to the stationary dome of their sky. As is usually the case, people are wrong, deeply wrong... There are an infinite number of worlds. And the thickets of reality they create have no center. Individual worlds are divided by both space and time. Some of them can be seen in the night sky, others are located further away, where our eyesight cannot reach, or even in other spaces and dimensions... Sometimes, however, these distant worlds are arranged in such a way that passages and corridors are created between them. Shortcuts that allow you to move between realities. Someone who knows the movements of the stars, who feels the flow of magic, is able to find these corridors. Find the door that leads to them. However, all it takes is one false move, a small mistake... And you can be transported into nothingness, into icy blackness. Into the same ghostly cold that pours through the cracks between spheres and sometimes swallows entire worlds. Traveling on the Spiral is deadly dangerous. Unless you have Elder Blood running through your veins, like Cirilla's. She can go wherever she wants, whenever she wants. She is the Lady of Worlds and Time. "

The main difference in this version is the plan to actually get to the first portal. The portal is no longer in a Redanian camp but instead has three possible locations that are much easier to get to. Avallac'h says that the entrance will soon open and he can feel it. There are then three possible things he can say and it's unknown what conditions make him say which one.

- He asks the witcher to meet him in the swamps outside Novigrad
- He asks the witcher to meet him in the sewers under the main square of Novigrad
- He asks the witcher to meet him near the temple square. When asked if it is safe to appear to an elf in the city, he says that he will cast the illusion of someone else on himself.

It is possible that the location Avallac'h will say depends on the time of day, weather, or possibly other factors like prior choices made by the player.

Going to the Portal
Geralt can ask why the portal is at the location they are at. Avallac'h replies for each location as follows.

- Sewers-Avallac'h explains that input occurs in the presence of multiple intersections and clusters of power. So far so many mages have been burned in the main square of Novigrad that the reserve of power is practically inexhaustible. Additionally, the power is enhanced by the presence of water
- Swamps-Explains that swamps and swamps are rich in intersections. There is plenty of water to draw from here, and the anger of all the souls drowned in the treacherous waters adds to the power. Plus, there are Redanian gangs running rampant in the area, making people's lives even more difficult.
- Temple Square-He says that it is due to the presence of fire - the element from which it is most difficult to draw power and it is extremely powerful. Moreover, people's constant, cyclical prayers cause an already large accumulation of power. Temples are usually built in places rich in power.

Avallac'h then says at last it's time to head to the portal.

Encounter with Marauders
On the way to the Portal Geralt can encounter some marauders harassing some local Farmers for money. Avallac’h will say it's none of their business and to leave them. Geralt can either choose to attack them or leave them alone.

Late Arrival
If Geralt chooses to delay the quest, then Geralt will then need to meet Avallac'h at the location that he mentions. There is a unique mechanic here where Geralt will actually need to arrive on time at each location in order to enter the portal there. If Geralt arrives late to the prescribed location(again not clear on what

defines that), then Avallac'h will tell him that he is late, the entrance to the Spiral has disappeared at this point. There is a possibility that this scene could play out if Geralt chose to attack the Marauders earlier in the quest if he chose to come with Avallac’h. However this later point is just a guess as the Marauder scene would be super random otherwise.

Geralt will ask what now and Avallac'h will say that he senses that the transition is about to appear in another place and he will wait there and try to influence the intersections to be more stable. He advises the witcher not to be late with this.

Avallac'h will then say one of the possible locations(sewers, swamps, or temple square) depending again on unknown factors.

Night City
After entering the first portal, Geralt and Avallac'h arrive in Night City as in the previous version. However, this time they have a much longer conversation.

Avallac'h: *Be careful, I don't like it here.*

Geralt: *What is this place?*

Avallac'h: *The door gives access to every possible time and space. The problem is that they open randomly.*

Geralt: *I thought you could control it.*

The Night City Junkie
As in the previous version, Geralt and Avallac'h can talk to a junkie in Night City who is begging them for money. He will ask Geralt to throw him some change or at least tell him a joke. If Geralt tries to give him Novigrad Crowns then he will say *"What the fuck is that? Are you kidding me? Take this garbage away from me!"*. This is different from the previous version where the man would've become a rich character in 2077 depending on Geralt's choice.

The Joytoy
Geralt can also interact with a Joytoy selling herself on the street. The prostitute

sees the witcher passing by, calls him, she likes how strange the witcher looks. She asks if we want to have fun with her, she likes weird guys like Geralt and Avallac'h. If he wants to have fun, Geralt will have to give her money. Geralt can either try to give her Novigrad Crowns or say that he has no money. Either way the Joytoy has the same reaction as the Junkie. The Joytoy gets offended and tells Geralt to get lost.

The Chinese Man
Geralt and Avallac'h can encounter a Chinese Man standing behind the counter of a stand selling suspicious meat. When accosted, he asks if Geralt wants something or is he just staring?

The Burning Building
After entering the next portal, Geralt and Avallac'h end up in a burning building. Avallac'h shouts to the witcher to run ahead as fast as possible - the building they are in is burning. The fire cuts him off from the witcher, Avallac'h snarls loudly. He shouts for the witcher to run through the flames, the spiral door is nearby. He'll be fine. Geralt and Avallac'h are now separated.

The Battle
Geralt finds himself in a battle between the Nilfgaardian and Redanian armies. It is not clear if this is in the past or the present. Geralt encounters some Nilfgaardian soldiers searching a Redanian soldier's body. One tells the other to hurry up while searching the Redanian's corpse. The other guy says to cover him. If they see Geralt then they shout"For Nilfgaard!!" and attack the witcher.

Geralt can also encounter a Redanian patrol. A soldier will ask the commander what they should do with Geralt. He will also order that the patrol attack Geralt.

Geralt will have to check a Witch's Hut, the Castle under siege, and a cave for the next portal. Geralt eventually finds the next portal.

The White Frost
Note: This part of the quest is in very very bad shape.

Geralt arrives in a White Frost world area seen in the final game. However, instead of being a random world taken over by the frost like in the final game, it is suggested that this is actually Novigrad or somewhere familiar in Geralt's world, just taken over by White Frost. The only evidence is a line where Geralt comes across a skeleton with some notes on him. He says these are Dandelion's notes. He wonders what time and place he himself has come to.

Eventually Geralt finds Avallac'h. He says that the passage is right next to it, they should be very close to Tir na Lia. This scene may be similar to the one in the final game but this is not clear.

Tir Na Lia

Geralt and Avallac'h walk in on Ge'els. However this time Ge'els is being painted by the female Aen Elle elf and not the other way around. The painter praises Ge'els' great pose. Ge'els talks to a painter about art or a painting. He notices the witcher and Avallac'h and asks what he owes for their visit. Avallac'h opens with pleasantries. Avallac'h explains that they are here to convince Geels to betray Eredin. They have evidence of it and they want Geels to see it. After an exchange of words, Geels, bored, decides to go with them to the world of Aen Seidhe. He is surprised and surprised that they took so much trouble to come here. Geels says they will get there immediately, with his help.

Wrap-up

Like in the final game, Ge'els agrees to come peacefully on his own accord and the player returns to the hideout automatically. The scene is entirely missing for this version of the quest. However it can be assumed that it is something like what is seen in the final game since Geels does come peacefully.

q210_precanaris - The Ships of Black and White

Author: Glassfish
Character List:

- Geralt
- Ciri
- Avallac'h
- Yen/Triss
- Crach
- Hjalmar
- Cerys
- Eynvid
- Pear Divers
- Sea Witch
- Mousesack
- Voorhis
- Nilfgaardian Soldiers
- Roche
- Dandelion

What’s next, Avallac'h?
Note: There is a possibility that Avallac'h doesn't explain the full Nithral plan to Geralt here and instead does it at the end of the quest.

The quest opens in Dandelion's brothel where the group has gathered after the events of **q311_goebbels**. At the end of **q311_goebbels** Avallac’h mentions how they need to go after Caranthir and that he has an idea for doing so. Geralt arrives at the brothel from whatever open world activities he was up to and gathers the group to hear of Avallac'h's plan.

Geralt asks if they will also bring Caranthir here through the Spiral. Avallac'h says no. They would never get along with him, he is too suspicious and arrogant for that. He must share Imlerith's fate. Geralt says that it will be hard. He can summon more soldiers or disappear from his sword at any time. Avallac'h responds that Caranthir won't die by Geralt's sword. Geralt asks Avallac'h to elaborate.

Avallac'h, now annoyed, says that Caranthir is now on Skellige. Eredin told him to look for the White Ships here. Dandelion exclaims, *"White Ships? The legendary alabaster galleons on which elves sailed between worlds?"*. Avallac'h confirms Dandelion's suggestion.

Geralt asks if Avallac'h has a plan. Avallac'h says that he is always two steps ahead. Yen/Triss comment that Eredin doesn't strike them as someone who chases myths. Ciri adds that Eredin never looked like a scholar to her. Avallac'h explains that the White Ships are not a legend. They're a metaphor with something tangible behind them. He was doing research on this… Which Eredin is now trying to complete. With mediocre results, he adds. When Eredin finds the White Ships and obtains Ciri's blood, he will no longer need the navigator and will be able to rule undivided. Caranthir is unaware of this. They need to get closer to him and make him realize this, arouse his anxiety and ambitions that have been suppressed for years… And lead to a clash with Eredin. Then Caranthir will die by the hand of his king.

Geralt can either say that he doesn't understand Avallac'h's plan or just asks for specifics. Yen/Triss add that they are also lost and don't consider themselves stupid either. Avallac'h repeats the plan again. Caranthir searches for the White Ships, not knowing that by finding them he will weaken his own position. And since he's ambitious, he won't take it lightly. They don't have time to wait for Caranthir to find the Ships himself. They will put him on the right track and will accelerate the crisis of trust Avallac'h was talking about. Geralt is still looking for specifics. Avallac'h says that had to lay out the theoretical foundations of his plan. Ciri interjects that the foundations have been laid and for Avallac'h to tell them what is next.

Avallac'h says that first they have to find the White Ships themselves. Before he escaped from Tir na Lia, he managed to establish that information about them was in the an Craite family collection. They'll go to Kaer Trolde and check it out. Then Avallac'h will let Caranthir kidnap him and tell him where to look for the Ships... And along the way he will "pour venom" into his ear and tell him about Isilira. Avallac'h will awaken his ambitions. If all goes according to plan, Eredin and Caranthir will be at each other's throats. Before the Hunt realizes what happened, Geralt will free him and they will escape... And then they will all prepare for the final battle.

Geralt can also question if Eredin really wants to get rid of Caranthir. Avallac'h says that in the end, he will remove his officers from power, just as he removed him. For now, he is still too weak for that, but he is already preparing the ground for another coup. Geralt asks if Avallac'h has any proof. Avallac'h says that he does. Eredin has prepared a replacement for Caranthir in case he falls out with him before finding the Ships... Isilira. An elf who has the powers of a navigator... but also has numerous disadvantages.

Geralt can ask if Avallac'h knows Isilira. Avallac'h scoffs saying that's an understatement. He caused her conception, as well as the other riders. But he's never let her join the procession, she's too much of a risk. Eredin, apparently, has a different opinion.

Geralt can also ask about the supposed disadvantages. Avallac’h says that Isilira has a powerful talent, but she cannot fully control it and is unstable. Most importantly, she cannot suppress the effect of White Cold when she walks in the Spiral. Geralt doesn't understand what Avallac'h means. Imagine a blooming orchard. If Caranthir opened a portal there, the frost would cut off the flowers. If Isilira did it, the ice would blow the trees to splinters.

Geralt can then either say he understands the plan now or ask further questions. Geralt can ask how he will have to save Avallac’h since he will be on the Naflgar with Caranthir. Avallac'h says that Geralt will also be there disguised as a member of the hunt. Geralt objects that he doesn't have the right clothes or

doesn't look like an elf. Avallac'h says that he has everything planned. One of them will now go to Kaer Morhen and bring back the armor of one of the fallen knights of the Hunt. When the time is right, Geralt will put on the armor… And he will use magic to make Geralt look like a native Aen Elle. Yen/Triss asks what if Caranthir asks Geralt who he is. It doesn't matter whether he gives the name of one of the dead or a fictitious one, he will still be a suspect. Avallac'h says that he is aware of this. This is a risk that Geralt will have to face. Geralt says that he has a better idea… Instead of the Kaer Morhen armor, he'll wear the one Mousesack found on Skellige. It belonged to someone important… Someone who went missing after Avallac'h cast that curse. Avallac'h replies it must have been Nithral, Eredin's adjutant, who disappeared that day. Geralt can accept his identity without fear.

Geralt can also ask how Avallac'h knows Caranthir won't kill him right away. Avallac'h says that his knowledge is too valuable for Caranthir to do that. Ciri hopes that is the case.

Avallac'h then asks if Geralt is ready to sail to which Geralt can say yes or delay it further. Once Geralt is ready to sail, Dandelion asks if he can come to Skellige with them. Geralt says that this won't be a fun adventure about which Dandelion will later compose a lively ballad. Roche says he would like to come too but he has to stay and take care of Corrine. Geralt says that Roche is right to stay. Dandelion says he can help in another way by saying that his friend is sailing to Skellige today and that he can arrange for them a ride. A teleport would be faster but would attract the Hunt's attention. Dandelion laments that he won't be going saying that it would make for an amazing ballad.

Entering Skellige

Geralt, Avallac'h, Ciri, and Yen/Triss board the boat for Skellige. The unromanced love interest does not appear to join. Upon arriving at Skellige the group can encounter two different events.

If Cerys is the ruler of Skellige. Then a sailor on board the boat spotted Nilfgaardian troops a shore laying siege to Kaer Trolde. Ciri asks what is going

on. Geralt says that apparently Nilfgaard decided to settle the score with Crach. All these raids on the coast of the empire had to end like this. Yen says that settles the question of His Imperial Majesty's whereabouts. Triss on the other hand asks why this had to happen now. Ciri gets angry and asks if Emhyr aims to conquer Skellige? He knows they are Ciri's friends!

Avallac'h responds that either way, they need to get to Kaer Trodle. If they don't research the history of House an Craite, his plan will fail. Ciri is beside herself saying that her friends are down there and they need to worry about them first. Avallac'h scolds her saying that if they don't defeat the Hunt more people than just her friends will die.

Alternatively, if Hjalmar is king the sailor will spot a bunch of wrecks in the boat's way. Ciri will wonder what happened saying that these are not longships from Skellige.

If Triss is with the group, she comments that these are wrecks of Nilfgaardian ships. Geralt comments that Emhyr decided to react to Crach's pirate raids but miscalculated. Triss comments that the Empire's fleet is stronger than Skellige's. Geralt says the Nilfgaardians do not know these waters. The islanders definitely pushed them onto the rocks.

If Yen is with the group, Geralt first comments that these are Nilfgardian units. Everyone warned Crach that these raids on the Ebbing and Metinny coasts would eventually bring the Imperial fleet here. And he just laughed. Yen interrupts that Crach was right since Emhyr couldn't hope to defeat the islanders in these waters. Crach will brag about this victory forever. Geralt says that it's a beautiful beginning to Hjalmar's reign.

Arrival on Shore

Upon arriving on shore Avallac’h says that they should waste no time and head to Kaer Trolde. If Kaer Trolde is currently under siege by Nilfgaard then Geralt will mention that they will have to pass by the Nilfgaardians.

Ciri and Avallac'h also engage in a dialogue on shore. He asks Ciri if she feels nostalgia for Skellige. Ciri is surprised that Avallac’h knows that. Avallac’h reminds her that he knows everything about her and that she has a look of nostalgia on her. Avallac'h reminds Ciri that she, like Elves, belongs to no place and that she is free to go anywhere. Ciri says that she has gotten used to it.

Arrival on Shore: Cerys Queen
If Cerys is queen, the group encounters a Nilfgaardian patrol that halts them and says that they cannot proceed any further. If Yennefer is in the group then the soldier realizes he is talking to Emhyr's advisor. He offers to take the group to Voorhis.

Voorhis says, *"Geralt of Rivia and... His mysterious companion. To what do I owe your visit?"*. Voorhis knows perfectly well who Ciri is, he just doesn't want to say it out loud. Geralt says that they need to get to Kaer Trolde, and Voorhis' troops are making it difficult. Voorhis says that he's afraid it's impossible. He cannot allow anyone who wants to approach the fortress. He made one exception, and that's enough. Geralt can respond in four different ways.

Geralt can ask who the exception was. Voorhis responds that it was Queen Cerys, known to Geralt from elsewhere. She decided to try to convince the Jarl to sign a truce. He was reluctant to the idea, but because of her "connections" he relented. Ciri is shocked to find out that Cerys is now queen of Skellige. Geralt confirms this and say that Emhyr is always trying to combine Fire with Water.

Geralt can say that his mysterious companion's father will be very dissatisfied when he finds out that Voorhis didn't want to help them. Voorhis responds that Geralt's companion's father is a perfectly informed man. So he knows that Geralt's loyalty to the Empire is highly questionable... And more than one of his soldiers have died by Geralt's sword. Due to the numerous favors Geralt has done, he will not be held accountable for these crimes. But Voorhis won't let him into the castle either. He begins to suggest that Ciri could be allowed in but Ciri interrupts saying she won't go anywhere without Geralt. Voorhis says that he

understands and says that they will just have to wait until the imperial flag is planted on Kaer Trolde.

Geralt can also threaten Voorhis and the following conversation ensues,

Geralt: *"I said that your troops are hindering our approach to Kaer Trodle, not that they are preventing us from doing so. It wasn't a random choice of words."*

Voorhis: *I have a lot of respect for the witcher's skills, I also know that the dear maiden uses a sword better than many of my infantrymen...*

Ciri: *...than any of your infantrymen...*

Voorhis: *...but I still believe that our significant numerical advantage would determine the outcome of a possible clash. Which, I emphasize, I hope will not happen.*

Lastly, Geralt can say that his companion's safety depends on his visit to Kaer Trolde, which is very important to the emperor's heart. Voorhis responds that it's also close to his heart and he understands its importance. Voorhis says that he'll let them go but they must give their word that they will not tell Crach anything about the number of his troops and their location. And if the Jarl asks them to pass on orders outside the castle, they will refuse. Voorhis also says that they should start no trouble. Geralt reassures him that they are only there to search Crach's library. The group agrees and go on their way.

Entering Kaer Trolde

The group arrives at the gates to Kaer Trolde. The guard says that they need to identify themselves or else he will drop boiling tar on them. Geralt identifies himself and they are let in. There is some additional dialogue here where Geralt can ask where the Jarl is.

Kaer Trolde Citizens Discuss the War

There are two unique conversations about the conflict between Nilfgaard and

Skellige bad between two sets of Clan an Craite warriors. These conversations are identical to those seen in the final game during this quest.

Meeting Crach
Geralt and Ciri reach Crach in his room.

If Cerys is queen then there will be an introductory scene where Cerys is talking to Crach telling him to think about her proposal and to give him an answer when she returns. Cerys is trying to convince him to sign a peace treaty with Nilfgaard. Crach is waiting for the other Jarls to come to his aid. Cerys says that they won't come since she has already convinced them to sign the peace treaty. They continue debating with Crach remaining stubborn.

If Hjalmar is King then he can be seen speaking with the captured Voorhis and Crach. Neither of the two know Voorhis' identity. Hjalmar is confident after they destroyed the Nilfgaardian ships and took several Nilfgaardians prisoner He wishes to find out how to extract information from Voorhis. He gloats to Voorhis who replies saying that a good commander always foresees the possibility of failure.

Crach is shocked to see Geralt and even more shocked to see Ciri. Crach comments how much Ciri reminds him of her mother and he would repay his debt to her. Geralt says that they interrupted Crach's conversation or that they are in a rush. Crach says that it can be finished later and that Geralt's matter is more urgent. Geralt says they need Crach's help. Crach immediately understands and says that it is time to talk. They move to somewhere private and begin talking.

Note: This conversation is unfinished but Crach refers Geralt and Ciri to Mousesack for help at some point.

Talking to Mousesack
At some point, Mousesack enters the conversation and begins to advise the group. Geralt advises him that they need to find the White Ships. There are

several options in the conversation where Geralt can ask Mousesack various things.

When asked about where to find the White Ships, Mousesack says that he will tell them where to go.

- He advises that they speak to Eyvind who has translated many elven songs and was at one time very interested in the White Ships.
- He also says that they should talk to some pearl divers off the coast of Ard Skellige. They often find valuable elven treasures.
- Lastly, he suggests that they talk to Morianne, a Sea Witch who lives in a cave. She knows a lot about the White Ships but Mousesack is not sure she will be willing to talk.

Geralt can ask follow up questions about any of the three leads.

- Mousesack explains that Eyvind is not only a bard, but also an expert in the history and language of the ancient Elves. Avallac'h says that he thought Mousesack was the expert. Mousesack says that he is not.
- Geralt can ask about the pearl divers and how they can help. Mousesack says that he saw the elven bracelets and brooches that they found. He cannot provide any additional details though.
- Geralt can also ask about Morianne. Mousesack explains that she is a wrack or a Sea Witch. Avallac'h wonders if she will ask for Geralt's voice or hair in exchange for help. Mousesack says that she will probably just try to kill him.
- Geralt can also ask about Nithral's armor. Mousesack says that he has it and is studying it. Avallac'h says that Mousesack should prepare it and explain how it will be used. Mousesack is shocked at this suggestion but Geralt manages to convince him to trust Avallac'h.

Cerys Queen: Ciri and Cerys Talk

Cerys introduces herself to Ciri and says that she wants to know more about her since Emhyr never spoke much about Ciri to her. Ciri says that she never really

cared about Emhyr and that Geralt is her real father. Cerys asks if Ciri cares about sisters at all. Ciri says that she is open to the two talking about Emhyr and other stuff.

Hjalmar King: Dealing with Voorhis
Geralt can at some point reveal to Crach and Hjalmar that their prisoner is Voorhis. There are two outcomes here. Hjalmar either locks up Voorhis in a cell or prepares to return him to Emhyr. In the latter case he is motivated to do so by Crach.

Avallac'h and Crach
Avallac'h and Crach have a brief chat were Crach thanks Avallac'h for helping Ciri with the Wild Hunt.

Yen and Ciri Chat

Note: This conversation only happens if Yen is with the group.

Yen tells Ciri that she can't get used to the fact that she has grown so much. She uses the nickname "ugly" for her. Ciri says that she feels she has changed a lot. Yen says that she still sees the little girls in Ciri but also a woman. Yen then talks to Ciri about dating.

Triss and Ciri Chat

Note: This conversation only happens if Triss is with the group.

Triss asks Ciri if she has been missing Yennefer. Ciri says that she was thinking about something else. She suddenly gets mad at Triss and says that she is not a child and respects Geralt's personal life. They then talk about Geralt's romantic choice to choose Triss and they accept everything.

Hjalmar King: Ciri tries to free Voorhis
At some point Crach bursts into the room with Ciri saying that he caught her freeing Voorhis from his cell. Ciri explains herself saying she tricked the guards and unlocked his cell. Geralt asks what happened then and Crach says that Ciri

convinced him to let him go. Geralt then gives Ciri an update on what has happened so far.

Debrief
Geralt joins a dialogue between Mousesack and Avallac’h. Avallac’h says he and Mousesack will begin preparing for the ritual. Geralt says that he will need to talk to the Skald Eynvid, visit some pearl divers, and talk to the Sea Witch. Triss/Yen and Ciri say that they will help Geralt while Avallac’h and Mousesack prepare the armor for the ritual.

Talking to Eyvind
Triss/Yen talk to Eyvind and ask if knows any songs about the White Ships. He says yes but that his throat is sore. Geralt, Ciri, and Yen/Triss then prepare a potion for him so that he can sing his song about the White Ships.

"Dibe caen em caire, aste paent im trisorta Caern Mur-dun."

Talking to the Pearl Divers
Most of this scene is lost however it is likely that they would've revealed the cave location.

Talking to Sea Witch
This scene is completely lost for this version of the story. There is a similar encounter with a Sea Witch in the next version of the story which is intact. However, it is probable that the 2013 version of this encounter takes place in another cave and not the elven ruins.

The Ruins
This is the same elven cave as in the final game. The group goes and informs Avallac'h of their findings and they all head to the elven ruins.

Avallac'h asks Geralt if he remembers Tir ná Béa Arainne. Geralt reminisces about the first time they met. Avallac'h says that there is a cemetery hidden behind the painted wall just like Tir ná Béa Arainne. Avallac'h says that there is

likely something behind this wall and opens the passage that the painting hides. Yen/Triss comments on the painting.

Avallac'h and Geralt have a chat about the Aen Elle and building underground chambers like this. Yen/Triss or Geralt then spot wraiths and say that they will take care of them while Avallac'h waits.

The Gazebo Light Puzzle
Avallac'h says that they should investigate the stone Gazebo. This is the very first version of the light puzzle that appears in the final game. Avallac'h casts a spell to activate the light. Geralt must then move the mirrors around to shine the light in the correct place. Geralt will have to ask Yen/Triss or Ciri to move some statues around during this process to access blocked mirrors.

Once Geralt solves the puzzle the vault opens.

The White Ships
The group encounters some frescos. Avallac'h reads the fragments of the passage they found in the library and the frescos light up. Geralt is really confused and Avallac'h clears things up for him. It turns out that the White Ships aren't a physical thing and that the tower on Ard Hugtand is the real passage between worlds. Yen/Triss is confused how Caranthir hasn't found it yet. Avallac'h says that he has most likely been there but can't do much with the tower since there is currently no magical aura about it.

The group then heads towards the Druid circle so that Geralt can be transformed into the Nithral.

The Ritual
Geralt meets Avallac’h and Mousesack at the druid circle so they can begin the ritual. Geralt can ask questions about the ritual here.

Note: It is possible that the ritual is first explained to Geralt here rather than at the beginning of the quest.

Avallac’h says everything would be under control. He would cast the illusion of a Hunt Rider on Geralt, and Geralt would accompany Caranthir, tell him where Avallac’h was, and if things got dangerous, he would free him. He says that they have to gain Caranthir's trust and start a quarrel between him and Eredin. This should succeed in convincing him that Eredin has found a replacement - Isilira, the pseudo-navigator, and give him some credible confirmation of our information. He states that if Caranthir captured him, he could give him some information to make him believe that he is not needed. He says that it is possible to cast a powerful illusion on someone, making them look different and also have the knowledge of the person whose appearance they took on. This requires the armor they received from Mousesack.

There is an additional chat between Avallac'h and Mousesack prior to scene about Mousesack's distrust of Avallac'h.

Geralt can then decide when to start the ritual.

After the Ritual
Avallac’h tells Geralt that it's all over. He cast a powerful spell on Geralt, thanks to which he looks like Nithral, has his basic features, and has his pronunciation and knowledge of the Elder Speech. Nithral says that now he has to get to Caranthir. Nithral asks how he might do that. Avallac’h says he knows the spell that summons Caranthir’s longship. He teaches Nithral this spell and says that he must go to the coast, somewhere where a longship may appear. Avallac’h says the important thing is that Geralt behaves like a real Red Rider. In every way. Geralt says that he won't kill innocents. Avallac'h says that he must for Ciri.

Avallac'h warns Geralt against Caranthir. He won't trust him right away. To enter into his favor, he will tell him that Avallac’h can be found on the island of Lovund. Then… We'll see how things go.

Mousesack instructs Geralt to go to Birch Bay to start **q211_canaris**.

q211_canaris - Drakkar of Nails

Author: Glassfish
Character List:

- Geralt(as Nithral)
- Geralt
- Avallac'h
- Caranthir
- Eredin
- Islira
- Wild Hunt Warriors
- Wild Hunt Slaves
- Madman Lugos
- Crach
- An Craite Warriors
- Kaer Trolde villagers
- Yen/Triss
- Ciri

This is the quest where Geralt infiltrates the hunt and CDPR described in a post release interview.

Note: For the duration of this quest, Geralt's identity has been swapped with Nithral's. Anytime Nithral is mentioned, it is Geralt in disguise.

Summoning the Nagalfar
Nithral pulls himself together, before a very important mission. He is determined. He says the words of the spell that will summon Caranthir's longship. Nithral summons the wild hunt, on a lone beach on the eastern shore of Ard Skellig, performing the ritual Avallac'h taught him.

Wild Hunt Warriors
Two Wild Hunt warriors greet Nithral and say that they thought he was dead.

Nithral says that they are wrong. The Wild Hunt warriors looks at each other puzzled and ask why. Nithral says that he will only speak to Caranthir. The Wild Hunt warriors agree to take Nithral aboard the Nagalfar.

Meeting Caranthir

On the deck of Nagalfar, Caranthir is surrounded by Hunt warriors, who make for Nithral. They greet each other. Caranthir says he thought Nithral was dead. Some people would be happy with that but Nithral didn't give them that satisfaction. Caranthir asks what Nithral is doing here. Nithral asks if they can talk in Caranthir's cabin.

Caranthir looks at Nithral, nods, and walks with him to the cabin. They see groups of slaves. Caranthir asks if Eredin sent Nithral. Nithral says that the son of a bitch didn't send him. Caranthir asks why he insults Eredin. Nithral says it's because he left him at the mercy of the dh'oine to finish him off. Nithral can then tell Caranthir that Eredin never liked him or that he wants to eliminate him because he is strong. Caranthir says that he never wanted to go against Eredin. He asks what Nithral wants in return. Nithral says that he just wants to be there when Caranthir cuts Eredin's throat. Caranthir starts to walk, deep in thought.

Caranthir leads Nithral to a group of slaves. In the background we see another group being sentenced to death. Wild Hunt warriors kill them one by one, by cutting their throats and throwing them out of drakkar. One of them, the last one in the group, is Lugos the Mad. He is terrified.

There is a father and a son among the group. The son says to take him and that father is no use to them and should be let go. The father begs for them to take him since he is a shipbuilder and let his son go. Caranthir says that Nithral must choose who will live and who will die. This is the first of several choices where Nithral can die if he chooses wrong. He can choose either the father, the son, kill them both, or release them both. Choosing to release them both will result in Caranthir killing Nithral. If he chooses the father for release then he will have to justify it otherwise he will be killed.

Lugos is next. He is extremely frightened, and has just wet his pants. Nithral asks who these people are. Caranthir says that they have been deemed unsuitable. Nithral can either ask for Lugos to be spared or just have them all killed. If he chooses to spare Lugos, Caranthir will ask why. Nithral can try and justify this by saying that Lugos is a jarl or that he is strong. The first option will get Nithral killed as Caranthir will get really suspicious at this justification. The second option has Nithral telling a story of how he saw Lugos killing a bear with his bare hands which will make him useful. This latter option will save Lugos. If Lugos is saved, then Caranthir orders that Lugos will go back with them to Tir na Lia. A Hunt warrior hits Lugos and pushes him to the group which will survive and go to the Aen Elle world.

If Nithral didn't die during these events, Caranthir will hear him out. He asks why Nithral is going against Eredin and how he managed to survive. Nithral can explain how he survived and why he is going against Eredin. He can try to say that Eredin ordered Nithral to kill Caranthir but then say that he changed his mind and is now going to help Caranthir go against Eredin. There are few options in this dialogue where Nithral can mischaracterize Eredin and get himself killed. Basically, Caranthir will see through him.

Eventually Nithral will offer up a plan to capture Avallac’h. He says he overheard the dh'oine who allowed him to dig up scraps from the net saying something about a white-haired elf. He says that he knows where Avallac’h is. Caranthir says to go to the Helmsman and set a course.

Slaves aboard the Nagalfar

On board the Nagalfar, Nithral sees many Skelliger's taken as slaves. The slaves are standing in a line, they are so weak they felter. A Wild Hunt warrior is bullying one of them. After some chats, the Wild Hunt warrior slaps a slave on the face. Another Wild Hunt warrior hits a slave in the stomach. They are commanded to be silent.

Avallac'h's Hideout

Caranthir and Nithral arrive at the cave to Avallac'h's hideout. Caranthir says that

Nithral’s information better be true or the cave will be Nithral's grave. He tells Nithral to lead the way. Upon entering the hideout they activate Avallac’h's sentry. A magical barrier is raised preventing further progression into the cave. This is the same sentry that Yen, Ciri, and Geralt fight in the final game. Carathir demands that Nithral fight it alone and teleports into the corner and watches. During the fight the elemental will cast a beam to try and draw power from the barrier. Carathir demands Nithral go and stand in front of the beam to block it. Caranthir will get angry if Nithral refuses. He says his armor will protect him from it. Nithral manages to kill the elemental.

The details are not clear but Nithral and Caranthir capture Avallac'h and take him back to Naglfar. This is all part of the plan.

In the Belly of the Naglfar

In the magazine under deck of the Naglfar, Avallac'h is chained to the wall. Caranthir and Nithral approach. Caranthir says it turns out Avallac'h can't predict everything. Avallac'h says he didn't suspect that Nithral would be stupid enough to reject his offer... And Caranthir would be servile enough to let himself be sent here. Nithral says that Avallac'h better watch his worlds. He is talking to Carathir aep Arhdv'yn Bann. Avallac'h says that Caranthir is a future deceased person. Caranthir says Avallac'h is in no position to make threats. Avallac'h says this is not a threat, just a warning. Eredin is getting rid of those who might threaten him. He has already finished Imlerith, Caranthir is next in line. Caranthir says Avallac'h is lying. Avallac'h says to ask Nithral.

Caranthir grabs Avallac'h by the coat and says that he is lying. He says that Eredin will never get right of his navigator. It would be like cutting off his hand. Avallac'h says the hand doesn't have to be called "Caranthir". Caranthir asks what he is talking about. Avallac'h mentions Isilira. Nithral can jump in here and say that this confirms his words or that the White Ships are more important than her. Caranthir dismisses Isilira as a wild talent with no control over her powers. Avallac'h asks if Caranthir is sure about that.

Caranthir says he would rather ask Avallac'h about the White Ships as apparently Avallac'h knows where they are. Avallac'h calls Caranthir naive for believing in Nithral. Carathir says it doesn't hurt to check. Avallac'h says he won't tell him anything. Caranthir says that he has learned torture works quite well at loosening tongue.

Caranthir gives the Hunt warriors a signal and they start to beat Avallac'h . Avallac'h is chained to the wall and the Wild Hunt warriors beat him systematically and methodically. At first, Avallac'h doesn't want to show his weakness, but he cannot stand the amount of the violence towards him. He starts to groan, and then screams in pain. The Wild Hunt warriors don't stop beating Avallac'h while Caranthir taunts him. At some point Avallac'h starts to laugh. Caranthir asks what is so funny. Avallac'h raises his head and looks Caranthir in the eyes. Avallac'h calls Caranthir a fool and says that he doesn't even know what the White Ships are. Caranthir, brave, impulsive, but not very bright. Caranthir asks if Avallac'h knows where the White Ships are. The warriors beat Avallac'h harder as he says his next words. Avallac'h says that if Caranthir did something other than murder then maybe he would know what a metaphor is. Caranthir asks for clarity. Avallac'h explains that the White Ships aren't actually ships but rather the coast of Undvik. Nithral jumps in and asks for Avallac'h to elaborate or to shut up. Caranthir asks for more clarity and Avallac'h explains there is a tower on the island, Tor Haelvyrr. There may be a portal there. When Eredin finds it, Caranthir will become redundant because he will never figure out how to activate it himself. Caranthir says that they will go there now. Caranthir leaves the ship’s magazine and Nithral has a moment to talk with Avallac'h.

Nithral asks what he should do now. Avallac'h says there is a sextant in Caranthir's cabin, which is used to communicate with Tir na Lia. Nithral should steal it… and summon Eredin. Nithral expresses that it's too early for summoning Eredin. Caranthir is too far away from rebelling yet. Avallac'h says that he knows what he is doing and that Nithral should leave before they start getting suspicious. Nithral asks how he should get this Sextant. Avallac'h says to get into Caranthir's cabin by causing an emergency onboard. Nithral asks how. Avallac'h

says he has a vial of strong poison. Poisoning the rowers' drinking water will distract the guard at the anchor winch, so we can lower the anchor. Doing so at cruising speed will be enough to lure Caranthir out. Nithral shouldn't stick around after releasing the anchor. Nithral is not sure about this. Avallac'h suggests that there might be other ways to achieve this but Nithral will have to look around for himself. Fires and miscommunication are other good sources of mishap.

Caranthir's Cabin
Nithral can try and go to Caranthir's cabin but he will yell at him to back off. Nithral says that he is not kidding and he better wait for Caranthir to not be looking. Nithral will have to cause a distraction to proceed.

Causing a Distraction
Nithral walks up the stairs and sees the helmsman. There is a starboard watchman, a larboard watchman and a helmsman. The helmsman asks for updates from the starboard watchman and the larboard watchman who then respond if the water is clear or not. Nithral thinks that he might be able to convince the once of the starboard or larboard watchmen to give the wrong answer when asks for a response.

Distracting the Starboard/Larboard Watchmen
There is a short dialog in which Nithral can Axii the Larboard or Starboard Watchman if he's been just asked by the Helmsman for an update. The main purpose of this distraction is to get the ship to run into an obstacle and lure Caranthir out of his cabin.

Poisoning the Water Supply
The rowers' waterboy calls out to the rowers. After which he passes each galleon slave and hands them a drink. Nithral can poison this water supply which results a rower dying.

The Wild Hunt soldier guarding the anchor winch walks over to the waterboy during gameplay and asks him what's going on. The slave says he doesn't know.

The Wild Hunt soldier tells him to take over for the dead rower. They can go without water from now on.

Nithral can now drop the ship's anchor causing a massive distraction that draws Caranthir out of his cabin. Caranthir comes bursting out of his cabin, because of the mishap that just occurred. If Caranthir catches Nithral close to the anchor winch, after the boat's anchor has been lowered by Nithral then he will kill Nithral.

Nithral can now steal the sextant.

Summoning Eredin
Nithral reaches the bow and activates the signal to summon Eredin. There is a mechanic where the correct spot needs to be chosen to use it. Nithral says he doesn't think it did anything and returns to Caranthir's cabin.

Suddenly, there are sounds of Wild Hunt arriving on deck, snowflakes fluttering in through the stairs. Nithral comments on the cold blowing underneath the cabin door. Says it looks like they're here. Nithral is leaning over Caranthir's desk. A blast of cold wind is coming in under the door, the sounds of rattling armour, Eredin's arrival.

Eredin asks if Caranthir called him. Caranthir says no. Eredin says that he did receive a signal to come. Eredin, his warriors, and Caranthir are talking on deck, Nithral joins them shortly. Caranthir asks how Eredin came here without his magic. Eredin asks if Caranthir remembers Isilira. Eredin moves a little bit, we can see Isilira standing behind him. Caranthir asks what this is supposed to mean.

Eredin notes Nithral, ignores Caranthir's question, approaches Nithral, and grabs him by the neck. Eredin says that Nithral was supposed to be dead. Nithral says he is alive and has Avallac'h captured. Eredin says to lead the way.

Meeting Avallac'h
During the walk down to Avallac'h , there is a short dialog where Caranthir

expresses his bewilderment at Eredin having been summoned, because he positively did not summon him. Eredin asks him how they managed to catch Avallac'h. Caranthir says that Nithral told him where he was hiding. Supposedly, it was Avallac'h who saved Nithral after the explosion. Eredin is intrigued.

Eredin, Caranthir and Nithral arrive at Avallac'h's dimeritium cage. Eredin greets Avallac'h in an overly friendly fashion, *"Avallac'h... How good to see you in our ranks once more. How's your health? Is the curse still bothering you? Because it seems Nithral was able to play you for quite the fool."* Caranthir interrupts that Nithral only told Caranthir where to look. Eredin tells him to shut up. If not for Nithral, he would still be frightening fishermen and aimlessly wandering from one island to the next. Eredin tells him to not interrupt him again. Or even better - leave and sound the order to plot a course for Undvik. Caranthir leaves.

Eredin cuts to the chase and asks Avallac'h what he was up to. Avallac'h confirms that he was looking for the White Ships. Eredin says Avallac'h is lying, of course. He has more important things to worry about than a gate to the Spiral. Eredin could squeeze the truth out of Avallac'h through torture... but he doesn't really feel like it. Who knows how long that might take if Avallac'h decides to play the tough guy.

Eredin turns to Nithral saying that he knows he summoned him. He asks for Nithral's motivation. Nithral tells him that after finding Avallac’h, Caranthir was taking his time informing Eredin, so he decided to take matters in his own hands. Eredin thanks him for this initiative. He says The Hunt has been over all the islands, as he knows Geralt Of Rivia to be on Skellige (this is a lie, but now that he found Geralt, he knows Ciri to be close by). He goes over the people on Skellige the Witcher would trust to keep Ciri safe. He wants to discuss the list, asking Nithral for suggestions of people who might be doing this.

Nithral has a choice of naming one of the many different people that he knows on Skellige. These suggestions include Mousesack, Crach, Hjalmar, Lugos, Cerys, or no one at all. Eredin mocks all these suggestions except for Crach who he believes is hiding Ciri in Kaer Trolde. Eredin leaves after this. Avallac'h says he's

convinced Eredin doesn't have a clue. He tells that, as he hoped, Eredin brought his new navigator with him, who is quite easy to spot. Nithral will only have to convince Caranthir that Isilira is already there.

Suddenly, the Drakkar makes a sharp turn, a change in direction. Avallac'h comments on the sudden movement of the ship and continues that it won't be long before Caranthir is at Eredin's throat when he finds out that his replacement is already on-board. He bids Nithral goodbye.

Meeting with Eredin

Eredin calls Nithral upon seeing him emerge from the cabin where Avallac'h is held. Kaer Trolde appears at the horizon. Nithral is looking at the keep, Eredin at Nithral. Smiling. Eredin says he's changed his mind. The White Ships have waited thousands of years to be discovered, so they will wait a few more days. While Zirael… She can escape from here at any moment. Nithral is now desperately trying to convince Eredin that Ciri is not here. Eredin says that there is no harm in checking. Nithral can say that there is the risk of scaring her away. Eredin says that the effect will be the opposite when she comes back to avenge Crach. Eredin continues to deflect Nithral's suggestions. He mentions that he admires Nithral's courage to oppose him. As a reward Nithral will lead the strike team on Kaer Trolde. If Nithral tries to reject this then Eredin says that is an order and not a suggestion.

Nithral then has the choice of being teleported to the balcony or the main gate. There is also a choice where can ask the soldiers going with him to go straight for Crach or can tell the soldiers coming along to fight as they see fit(i.e kill more people).

Attack on Kaer Trolde

Nithral and two warriors are teleported to Nithral's choice of spawn point in Kaer Trolde. Nithral tells them to follow him and he knows the way. The Skellige guard who notices the Wild Hunt's appearance at Kaer Trolde first, runs off to warn all the guards in the keep. When the Hunt enters the Main Hall, the guard runs off through the double doors towards the stables. The guards scramble to evacuate

the place. This section may involve killing Skelligers. If Nithral tries to kill his Wild Hunt companions then they will call him crazy but he can kill them.

Jarl vs. King
After Nithral runs out onto the battlements, having fought and killed the other Wild Hunt riders, together with Crach. Crach then tries to fight Nithral. Nithral then tries to convince Crach that it's Geralt. Crach believe him. Nithral asks where Ciri is. Crach says that she is in a safe place. Nithral says that he has to go back before Eredin suspects him.

Just as Nithral turns around he sees Eredin who mocks him and says it's too late. Nithral is then knocked out. Crach charges Eredin to prevent Nithral from being finished off. Crach and Eredin then have a showdown with some trash talk where Crach is killed.

Wake up, Geralt
Geralt wakes up in Kaer Trolde, no longer in Nithral form. Ciri is there waking him up. Ciri begs for him to get up. Geralt gets up, puts arm around Ciri, comforting. They are in a house in Kaer Trolde village, Geralt's vision slowly returns. Ciri is excited that Geralt is up. Yen/Triss tell Ciri that they told her not to worry. Geralt always survives these things. Geralt says that it'll take more than the King of the Hunt to kill him. He asks if Crach is still alive.

Ciri says he was already dead when they came out of hiding. They were told that Geralt had fallen and went looking for him. Geralt asks if Eredin is still in the castle. Yen/Triss asks how he ended up in Kaer Trolde castle with the hunt. Geralt explains that Eredin must have seen through our trick… *“He sent me here because he thought I would lead him to Ciri. When he realized that it wouldn't work, he emerged from the shadows and attacked.”*

Ciri asks if Geralt tried to fight Eredin. He couldn't, because of that damned armor… Crach threw himself at Eredin to give him a chance to escape. It was both the bravest and stupidest thing he's ever seen in his life. Yen/Triss say that Eredin was looking for Ciri and only left once he couldn't find her.

Geralt promises that they will avenge Crach and all the dead Skelligers. Geralt says that he has to free Avallac'h. Ciri says that he is too weak, Geralt says that he is fine. *"Eredin needs Avallac'h to help him solve the mystery of the White Ships. But as soon as he does, he'll kill him right away. We don't have time to lick our wounds. I have to go now."* Ciri says that she is coming with him. Yen/Triss beg Geralt not to go. Geralt says there is no way Ciri is coming. Ciri says she is an adult now. Geralt says that is not the reason. Eredin is counting on her to come and avenge Crach. Ciri will stay with Yen/Triss.

To the Tower
Geralt goes toward the tower on Undvik however he cannot make a direct approach. He says it might be best to stay out of their way as there's too many of them. Suggests that there might be another way up.

The Troll Cave
Geralt can try using the cave where Folan was being boiled by trolls to reach the tower.

If Geralt killed the trolls in **q202_giant**, this Geralt says, *"I can feel the draft coming from this crevice. It's probably the entrance to some cave..."* after killing the trolls and the Wild Hunt at the Cave Entrance below the road leading up to the Elven Tower.

If Geralt did not kill the Trolls he can talk to them and get their help. The troll leader says *"more of these metal men up the hill, stomping around in their clanky armours."* There's a passage through their caves so you can get to the top without running. Geralt can thank the trolls. One of them says that he will take Geralt to the tower. The troll then guides Geralt.

Caranthir Usurped
Geralt arrives just in time to see the confrontation between Eredin and Caranthir. Caranthir says that maybe they shouldn't open the tower till they have Ciri. Eredin tells him to shut up and that he doesn't take advice from fools. Caranthir says that Eredin hasn't accepted advice from anyone for a long time now. Eredin

is spiteful, saying that Caranthir is open to suggestions from their enemies. Eredin claims that he knew all along that the Witcher was disguised as Nithral using Avallac’h's magic. Eredin says he saw through it right away while Caranthir let himself be led by the nose. It's good that Eredin doesn't have to rely on Caranthir anymore. Eredin orders Isilira to open the tower.

Suddenly there is a massive blizzard and Geralt is knocked out. Caranthir is killed as the White Frost is unleashed upon him.

The White Frost

Geralt comes to in a blizzard, completely disoriented he quickly realizes he needs to keep moving. The entire island is covered in the White Frost and Geralt thinks he's in another world. He's kinda amazed at what Isilira has managed to do. Geralt says he has to find some shelter before he freezes to death. He hears a wind-swept voice, hard to make out who it is, or where it's coming from. Avallac’h is calling out for Geralt. Geralt says he needs to find Avallac’h . There is an extended gameplay section here where Geralt needs to find Avallac’h in the blizzard and track the voice down, probably with witcher senses.

After finding Avallac'h in the blizzard, Geralt and the mage discuss further plans. Avallac’h says he doesn't know where they are and that they need to look around. Geralt says they will freeze soon. Avallac’h can fix this with a simple spell but first Geralt will have to take off this dimeritium collar. Geralt has to cut it off with his sword since there is no fastener. Avallac'h thanks Geralt for destroying his choker. He comments on casting a spell to protect them and keep them warm.

Geralt wonders where they are. Are they in the Spiral again? Avallac'h points out Kaer Trolde and says they are still on Undvik. This is a side effect of Isilira's actions. She doesn't fully control her talent, she can't tame the White Frost. The snowstorm she caused could last for weeks.

Geralt says there might be a big problem if Isilira would pull a stunt like that in an inhabited area. Avallac'h says this is just a preview of the White Frost that is coming.

Geralt asks Avallac'h how Eredin could have known about Ciri. If Geralt did well in the dialogue, Avallac'h says that Eredin must have sensed something was wrong with Nithral. He doesn't know what gave him away. Geralt was very convincing… Apparently his disguise spell was imperfect. If Geralt did poorly in the dialogue, Avallac'h says that there is nothing surprising about Eredin seeing through him.

Eredin must have assumed that only Geralt would be brazen enough to impersonate his adjutant, and under the pretext of interrogating Avallac’h, he dragged Geralt by his tongue. But Geralt says he didn't answer him directly when he asked about Kaer Trolde. He tried to draw his attention to other places. Avallac'h says maybe when they were talking about Crach's castle Geralt's voice trembled, or Eredin could see the anxiety in Geralt's body language… Eredin is a born hunter, he will sense any weakness, even a shadow of fear. He tells Geralt not to blame himself.

Geralt is frustrated. He can blame Crach's death on himself or say that he brought danger to Ciri. Avallac’h will comfort Geralt by saying that Crach died like a Skelliger or that Ciri was never in any danger. Avallac'h says, *"We don't have time to feel sorry for ourselves. We managed to gain another advantage over Eredin. Instead of speculating about the past, let's focus on how to use it."*

Just as they are about to leave Geralt asks if Avallac'h's plan was for Eredin to see through Geralt. Avallac’h denies this but he said that he did consider the possibility. He knew that even if Eredin did see through the plan that he would kill Caranthir for failing to see through the trick. Geralt says that regardless they achieved what they set out to do. Avallac'h says the worst is yet to come.

Preparing for the End

Triss/Yen is relieved to see Geralt safe and sound. This is the last time Geralt goes alone. Geralt says that next time they will stand against Eredin shoulder to shoulder.

Geralt can ask Avallac’h here if Isilira can flood the entire world with White Frost. Avallac'h says no. She wouldn't be able to maintain the connection between the worlds long enough… No one is. But the White Frost will come anyway. Not today, not tomorrow… But soon. Yen/Triss comments that soon can mean a very long time for an elf. Avallac’h says he remembers the times when it didn't snow in Temeria even in winter. When vines grew even in the north of Kaedwen. But it's slowly getting colder, year by year. Avallac’h says one just has to live long enough to notice it. Ciri says they'll worry about what will happen in centuries to come if they live to see next year. They have more urgent things to worry about.

Geralt says that they have killed all the Wild Hunt officers so what now. Avallac’h says that it's time to face Eredin but they need some help to do it. Avallac’h says that they'll need the lodge of sorceresses. Geralt says no way to this after what happened at Loc Muinne and can mention that the lodge is in disarray. Yen/Triss says that they don't have much choice to be picky right now. They also mention that they need to find Philippa who hasn't been seen since Loc Muinne. Geralt says he would rather not involve Philippa since she would try to ratfuck them in the process. Triss/Yen assure Geralt that Philippa is not short sighted and understands the danger of the Wild Hunt. Geralt reluctantly admits defeat and decides to help find Philippa.

Geralt says he hasn't seen her but has heard about Philippa from Radovid. He can also say that he ran into Fringilla if **sq304_fringilla** was done. Geralt says that he will follow up on these leads. Avallac'h says that they should head to Novigrad. Geralt can add that finding Philippa won't be easy. Yen/Triss say that Radovid doesn't have someone like Avallac'h which will make finding Philippa easier. The group heads for Novigrad. The quest ends here and we go to **q501_eredin** in Novigrad to prepare for the final battle.

q501_eredin(2012) - The Siege of Novigrad

Author: Glassfish
Character List:

- Geralt
- Ciri
- Triss/Yennefer
- Avallac'h
- Zoltan
- Dandelion
- Robert Schwartz's neighbors
- Prof. Augustus Thur
- Philippa
- Keira
- Sheala
- Fringilla
- Margarita
- Eredin
- Wild Hunt Warriors

This is in the famous Wild Hunt attack on Novigrad quest that CDPR brought up in interviews after the release of the game. There is only a single version of this quest developed back in 2012. No further versions of it were created before the 2014 rewrite. This quest is also in very bad shape. In the data we have often missing a lot of dialogue, featuring placeholder dialogue, or missing scenes entirely.

The Battle Looms
Geralt, Ciri, Yen/Triss, and Avallac'h arrive in Novigrad at Dandelion's brothel after **q211_canaris**. Yen/Triss says the city is becoming more and more restless, something is hanging in the air. Avallac’h says this "something" is the Wild Hunt and its appearance is only a matter of time, so they have to hurry and get it into a

position where they will be dealing the cards. Yen says without the help of the Lodge, the most they can do is hand out blankets to people so they don't freeze. Right now, the priority is to get Philippa and the Lodge. Yen/Triss say that they will check on dear Robert to see if he has anything to say about Philippa.

Avallac’h says that it would be better if he, Geralt, and Ciri stay, a group of people always attracts more interest. Geralt can ask Avallac’h if Eredin could have tracked them down. Avallac’h doubts it but says that they must remain vigilant. Geralt also says that he would rather have it that Yen/Triss doesn't go alone. He asks if Avallac'h can stay with Ciri. Avallac’h says that Geralt can trust him, she'll be safe. He'll put a higher level barrier on the inn, not a fly will slip through.

Ciri says that they are acting like she isn't there. Geralt then has a choice to either say Ciri is acting like a child or apologize for how he's acting. After that Geralt heads out while Avallac'h and Ciri stay back at the brothel.

In the Brothel

Dandelion announces that he is closing the business and tells Zoltan to pack up. Dandelion tells Zoltan to go to the store to get some wine, because they'll be celebrating today. Zoltan says okay to Dandelion's request. There are also lines of Zoltan playing with and teaching tricks to his owl Pusie. Ciri has some quick one liners if Geralt tries to talk to her.

Avallac’h - Friend or Foe?

Once outside the brothel, Yen/Triss is surprised to find out that Geralt decided to leave Ciri with Avallac'h and trust him. Geralt says that Yen/Triss trusted him first and that he trusts them. He says that Avallac’h will put a barrier around the brothel. Triss/Yen says that Geralt is right but they say that there is something disturbing about Avallac’h. Geralt says that he is worried about Schwarz at the moment. Yen/Triss get a little annoyed and say that they only intended for Ciri to not wander the city and not be stuck with Avallac’h.

Chasing Philippa: Robert Schwarz's home

They arrive at Robert Schwarz's home. It appears boarded up and abandoned.

Geralt says that he will use Aard to open it. Yen/Triss stop him and say that they will magically open it up instead. This will prevent the noise from drawing attention.

Geralt comments on the announcement about the sale of Robert Schwarz's estate, which took place last week in front of his house. Yen/Triss comment on Philippa's bloody clothes - proof that she was here. Yen/Triss suggests that something strange must have happened here and we should ask the neighbors about Schwarz.

Chasing Philippa: Talking to the Neighbors

There are two possible groups of neighbors that Geralt and Yen/Triss can talk to. Both conversations are basically the same. Each of the Neighbors is wearing an item from Schwarz's inventory that the Sorceress could easily recognize (e.g. the butcher living next door is wearing expensive Schwarz glasses, while the second Neighbor uses a magician's staff as a walking stick). In a conversation with the Neighbors we learn that Schwarz was accused of magic and burned at the stake. All his possessions were sold at an auction that took place in front of his house. From this auction, neighbors have items with the Schwarz coat of arms. How did it happen that Schwarz got caught?

Yen/Triss mentions a beautiful large white owl that the children of both Neighbor 1 and Neighbor 2 asked for. The neighbors were unable to buy the owl because they were outbid by a famous, eccentric ornithologist - Professor Augustus Thure. The neighbors are even able to give Geralt and Yen/Triss Thur's address and where to find him (they explain it in such a way that when Thur bought the owl, their children started to roar so much that Thur, in order to calm the children down, promised them that they could visit the owl in Oxenfurt and left the address. The children have already started counting down the days until the spring trip to Oxenfurt.)

Philippa the Owl

Yen/Triss says that from her observations, Robert Schwarz probably doesn't live here anymore, because the house looks totally abandoned. They decide to find

professor Augustus Thur. At this point, Yen/Triss begins to have doubts as to whether convening the Lodge is a good idea. Geralt replies that he is aware of how dangerous this organization is. He knows that the sorceresses were behind the assassination attempts on the kings. In the face of the threat that Eredin poses, he decides to take the risk. Geralt decides that he will meet the sorceress near Oxenfurt and look for the professor there.

Meeting Augustus Thur

Note: Unfortunately this scene is in really bad shape and most of the dialogue is gone.

It is clear that Thur gave the owl to Zoltan. However, it wasn't exactly a sale to Zoltan. It seems that Zoltan is watching the owl or something along those lines. Thur returns back to the brothel to help disenchant Philippa.

Where is Pusie?

Upon returning to the brothel Dandelion will speak to Geralt. He is very angry that Bardolf Steel Spear has left the brothel. Geralt can either indulge Dandelion or tell him to fuck off either rudely or politely. He asks Dandelion if he ever got an owl from Schwarz. Dandelion says that he got Pusie the owl some time ago. He couldn't let the wronged animal fall into the wrong hands. Geralt asks how the animal was wronged. Dandelion says that the owl is blind. Geralt is mad that Dandelion didn't tell him this detail. He asks where she is. Dandelion says that she is back at his place with Zoltan. She was being restless so they moved her. Geralt turns around and says that he's going to get the owl. Dandelion is shocked and chases after Geralt. Geralt turns towards Dandelion, stops, and stops him with a gesture saying that he is staying there.

Disenchanting Philippa

With the help of Yen/Triss and Thur Philippa is turned back into a human. Philippa gets angry, then calms down. She asks what's going on. Thure tries to interfere and is outraged. Philippa puts the buffoon to shame with brutal words.

She asks Geralt if he has come for revenge. Geralt says that he wouldn't have let her out of the cage if he wanted to do that. Philippa asks what Geralt wants. He says that he needs her and the Lodge's help. Philippa asks if Amnesia is a recurring problem for Geralt since their last meeting did not end well. Geralt can try and convince Philippa to leave the past behind or go along with the Amnesia joke.

Zoltan barges in the room and is mad that Pusie is Philippa. Philippa tells him to be quiet and that she will deal with him later. Yen/Triss walk into the room. Philippa has unique comments for both. There is some more quarrelling between them.

Geralt and Yen/Triss say that they need Philippa and the Lodge's help with the White Frost and Wild Hunt. Philippa doesn't buy it and asks what's in it for her. He explains that Ciri has returned and Eredin is on her trail. Philippa says she is not threatened by the Hunt. She suspects that the other sorceresses won't be interested in a hard fight either, from which they won't gain anything. Geralt can say that she can save the world but Philippa doesn't care about the world. Geralt can then ask what Philippa wants.

She says that she wants her sight back and wants revenge on Radovid. She demands the first herself and says that she can get to do the rest herself. Yen/Triss and Geralt agree. Yen/Triss takes Philippa to a warehouse at the port to restore her eyesight and reunite the Lodge.

- The warehouse is the same as the one used for Reason of State in the final game

The Lodge Assembles
When Geralt arrives he finds Yen, Triss (Both Yen and Triss are present here regardless of choice), Philippa, Keira, Fringilla, and Sheala (If she wasn’t killed in The Witcher 2). A quarrelsome conversation begins between the sorceresses. They are complaining that the port location is not a safe place to meet. They complain that Sheala and Philippa caused everywhere to be unsafe for them with

their actions in Witcher 2. This devolves into a massive argument about who did what. Geralt tells them all to shut up as they have work to do. Geralt presents the plan for the final battle. Triss says one the sorceresses will have to neutralize the effects of the White Frost. Some will have to fight the Hunt. One sorceress will have to force Isilira to close the portal since Geralt cannot fight Eredin with the portal open. With the plan set the final battle can begin.

The Battle of Novigrad

Note: Unfortunately, there are a lot of missing details for the final battle so this is only a very very rough outline. The start of the battle is missing entirely so we jump to the thick of it.

The Battle of Novigrad: Civilians

Throughout the battle Geralt can hear the cries of citizens begging the hunt not to kill them or take their children.

The Battle of Novigrad: Keira

There is a scene where Keira is incinerating the raiders out of Geralt's view, we only see her commenting on the ashes and moving on.

The Battle of Novigrad: Sheala (If Alive)

Sheale steps back, composing a spell in her hands. Sheala casts the spell at the Hunt and runs away. Sheala is backed into a corner and blows start raining down on her. After 1-2 seconds, the Wild Hunt Slaves run up to Sheala and start raining swords down on her. Sheala explodes with magic, blinding the player (if he was looking in that direction). After the explosion all the slaves are dead but Sheala is bleeding heavily and lies against the wall. We can't help her.

The Battle of Novigrad: Philippa

On the bridge we see Philippa, who is holding back the attacking Hunt. A magical sphere of heat hovers around the sorceress, the air ripples with incredible temperature, and the wooden elements of the bridge smoke. Before we reach the sorceress, we see Philippa incinerate one Rider after another. Between us and the sorceress, we see 3 witch hunters who decide that the sorceress is a threat and

decide to charge her position. However, before they reach her, they burst into flames and die in agony. Beyond the bridge the cold is unbearable and Geralt has to stay inside the sphere if he doesn't want to die. Philippa will escort him. Some of the sorceresses who can protect themselves from the cold are fighting closer to the market, the rest have retreated to protect the civilians.

The Battle of Novigrad: Fringilla
Fringilla, surrounded by the same bubble as Philippa (only smaller), constantly teleports between the roofs and the street, avoiding the Hunt Riders (in the same style as Dethmold in Vergen in Witcher 2) throwing lightning bolts left and right. The pursuing horsemen try to keep up with her and avoid her.

The Battle of Novigrad: Yennefer
We see Yen standing on fire and defending herself against the Riders of the Hunt. Yen summons two fiery whips, 3-4 meters long, into her hands, which she starts to swing quickly, lashing the attacking Riders of the Hunt. The riders fall under Yen's blows.

The Battle of Novigrad: Getting to Eredin
Geralt is fighting some soldiers. Frigilla relieves him and says to go after Eredin.

Eredin: The King of the Hunt
Almost all of this fight is missing. However, at some point Eredin tries to summon Ge’els but it doesn't work since Geralt convinced him to abandon support for Eredin in **q311_goebbles**.

Eredin tells Geralt about trying to call for reinforcements and that it didn't help. Eredin understands what happened and knows it's over. He tells Geralt that Avallac'h has betrayed him and tells Geralt where Avallac’h has escaped to - Eredin is sure that Avallac’h wants to do the same as he does (i.e. carry out an elven invasion into our world), and this is only possible from the Tower in Ard Hugtand, and that is where Eredin suspects Avallac'h has gone. Geralt finishes off Eredin.

Philippa is furious. Keira puts all the blame on her - that she was the one who summoned the Wild Hunt. Geralt asks Keira what she's doing. Keira silences Geralt and explains the essence of her deal with Radovid: Handing over Philippa to Radovid in exchange for reducing the persecution of wizards by Radovid's men.

The quest ends here and Geralt will have to go to Ard Hugtand to start **q502_Avallac'h**.

q502_avallach(2012) - Tedd Deireadh - The Final Age

Author: Glassfish
Character List:

- Geralt
- Ciri
- Avallac'h
- Mousesack
- Hern
- Skelligers

This quest isn't in great shape with three key scenes being completely missing and very little dialogue being present overall. However, the overall structure of the quest is present with a few key points mentioned.

Arrival on Ard Hugtand
Note: This scene is completely missing. However, from context given in other scenes it is clear that Geralt arrives as Skelligers are preparing for the conjunction as some sort of ritual event.

Mousesack's Speech
Mousesack calls all the islanders from the expedition and speaks to them, referring to the legends and myths of Skellige in order to convince the warriors. He tells the gathered that the elf Avallac'h is trying to open the rainbow bridge and bring about Ragh nar Roog. He stole the Brisingamen crystal from Freya's temple and wants the warriors to act, stopping Avallac’h. Hjalmar states that regardless of past discord between the clans, they must unite and stop Avallac’h. Geralt says he'll help them fight. He shouts that another wave of monsters is coming.

Ciri and Avallac'h - Partners in Crime?

Mousesack accosts Geralt, saying that he needs to talk to him in private. He states that there is something else that he did not want to tell everyone gathered. He says that, according to witnesses, Ciri consciously helped Avallac'h steal the stone. Geralt is surprised and asks if Mousesack knows what Avallac'h really wants to do, being skeptical about the Skelligan legends. Mousesack says that he thinks Avallac'h used Geralt to get rid of Eredin and the opposition among the Aen Elle elves. He probably wants the same thing as Eredin - power and invasion of the witcher's world. Geralt asks what the stone is that Avallac'h stole. Mousesack says it's a relic that the first elves left on Skellige. According to legend, it allows one to see connections between worlds. Geralt states that they should get going now.

Hern Arrives

Note: This scene is completely missing. At some point Hern arrives at the event. Unlike Mousesack and Hjalmar he welcomes the coming of Ragh nar Roog that Avallac'h is bringing.

An Hour of Trial

If Hjalmar is the ruler of Skellige then Geralt will end up with Hjalmar as a companion for the rest of the quest. If Cerys is the ruler of Skellige then Geralt will end up with Mousesack as a companion for the rest of the quest.

Mousesack is surprised by Hern's behavior but states that the witcher helped him in the past and learned to trust him. He will not abandon him in the hour of trial. Geralt thanks him for his trust and says they should get going.

Hjalmar curses the superstition of the islanders and Hern, and declares that the witcher has helped him many times and will not abandon him in his hour of trial. Geralt thanks him for his trust and says they should hurry.

Geralt and the companion then go to the tower. It is likely that there is some sort of conjunction event similar to the one seen in the final game with Yen.

Go on Without Me

At some point Geralt's companion is wounded and cannot continue. If Mousesack is the companion then he tells the witcher that he can't go with him any further. The unnatural cold has left him exhausted. Geralt replies that he will go on alone. He will come back for Mousesack later. If Hjalmar is the companion then he curses at the snowstorm and the monsters and says he is injured. Geralt states that his wounds are serious and he should not go any further. Hjalmar tries to deny it, but realizes that the witcher is right. He stays.

Concept art potentially depicting the Tower on Ard Hugtand

The Tower

Avallac'h greets the witcher gloomily, hoping that he won't follow them. Geralt orders him to release Ciri. Avallac'h replies that Ciri is here of her own free will. Ciri appears and confirms Avallac'h's words. She explains to Geralt that they escaped from Novigrad secretly, knowing that Geralt would never agree to Avallac'h's plan. Avallac'h tells Geralt what his plan is. He doesn't care about power, he just wants to stop the cataclysm that is white cold. Geralt asks what

this ritual involves. Avallac’h says he must sacrifice his life and Ciri's. Only the elder blood can close the passages between worlds.

Geralt can then convince Ciri to abandon this plan or let her do it. In order to convince Ciri, Geralt will have to have accumulated enough points towards Ciri living via the Life Count. These points are gained in a similar fashion to the final game where Geralt will need to allow Ciri to be more independent during certain situations throughout Act 3. The summaries have noted several of these instances but it is not clear which ones contributed this outcome in the final game.

Path A: Go on Ciri
Geralt agrees sadly that the cause is noble and Ciri has the right to decide her own fate. Avallac’h thanks the witcher. He says that Geralt taught him a lot about the human race and that in the past he was too hasty in judging people. He says goodbye to the witcher. Ciri says her final goodbyes to Geralt. This outcome will 100% kill Ciri and Avallac'h. There is no survival here.

Path B: Stay with me Ciri
Geralt convinces Ciri that this plan is madness. It is not known whether Avallac’h is right, and even if he is, the cataclysm could happen even in a few hundred years. There must be another, better solution. Ciri lets Geralt convince him and apologizes to Avallac’h. Avallac’h states with sadness in his voice that he can't let them do that. The case is too important and too much depends on it to be wasted for selfish reasons. This leads to a boss fight against Avallac’h.

Path B: Avallac’h Boss Fight
If Geralt convinces Ciri, Avallac'h will try to stop them and the player will have to fight Avallac'h with Ciri. The fight begins, Avallac'h is calm but saddened by Geralt's choice. He states that he does not want to hurt the witcher, but he will do so if he has to. Geralt replies that he could say the same thing.

This fight gets more and more intense as it progresses. There is only a limited window where the ritual can be completed and as the end of it draws nearer, Avallac'h gets more desperate which increases the difficulty of the fight.

Avallac'h is irritated by the witcher's resistance, but still confident. He thought it would go faster. Avallac'h declares that it is not too late to stop this madness. Geralt replies that in that case Avallac'h should let them go. Avallac'h states irritably if the witcher is stubborn like all dh'oine.

A second ago, the sound of Kambi's rooster sounded for the third time, which means that the chance to complete the ritual is fading. Avallac'h is enraged by the time pressure and the witcher's stubbornness. He shouts to the witcher that this is the last straw. If the witcher does not come to his senses, Avallac'h will have to kill him. Geralt is clearly tired.

Path B: Avallac’h Defeated
Note: ***This scene is completely missing. It's not clear what happens except that Ciri survives and the player will get one of the two Ciri alive epilogues.***

END OF ACT 3

Epilogue

You wonder why people don't trust us. But you don't trust them either.
Ciri

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Ending Mechanics

Teaser image depicting Geralt and an obscured Ciri

Throughout Act 3 there are two hidden point counts that are affected by how Geralt acts around Ciri. These counts determine the achieved ending:

The Life Count
This determines whether or not Geralt can convince Ciri to abandon Avallac'h's plan to sacrifice her life to stop the White Frost.

- Points are gained whenever Geralt acts in ways that improves Ciris self-confidence and general independence. Points are lost whenever Geralt acts in ways that reduce Ciris self-confidence and general independence
-

The Nilfgaardian Value (Theoretical)
There is not really much evidence to support this but based on the existence of **q504_ciri_empress**, it can be assumed that some element causes Ciri to like Voorhis and in general, Nilfgaard. This may be a simple event during the course of Act 3 or a point count like the Life Count.

q503_ciri_dead(2012) - Echoes

Author: Moonknight
Character List:

- Geralt
- Vesemir
- Eskel
- Child Ciri
- Triss
- Child of Surprise

Note: There are very few lines from 2013 and they are mostly for ambience, not changing the context of the story. The version following version of the ending is thus the one from 2012

This ending is achieved if Geralt could not or chose not to stop Ciri from entering the tower.

The Trail
Kaer Morhen. Geralt is alone, lying on his bed. Nothing seems to soothe him to sleep. Suddenly, a memory, voices echoing in the distance

> ***Geralt:*** *Hello, guys. It's good to be back home...*
>
> ***Vesemir:*** *Who have you brought to us? Who is this girl?*
>
> ***Geralt:*** *She is my... She is our destiny.*

He gets up. Counting sheeps isn't working, he needs to tire himself. He will hit the trail, checking if the machines, used by aspiring witchers to train, still work.

A shadow appears. A spectre of Ciri. Or a memory of her. The young Ciri asks Geralt to follow her. Geralt complies. He arrives at one of the machines on the trail, tries to tighten the mechanism, to crank up the difficulty to the max.

Ciri: *Geralt... I can't do it. It's impossible.*

Geralt: *With that attitude - definitely.*

Ciri: *I had a different one recently, and it didn't help. I'm clumsy.*

Geralt: *Ciri, you're great. You'll do fine. Trust me, okay?*

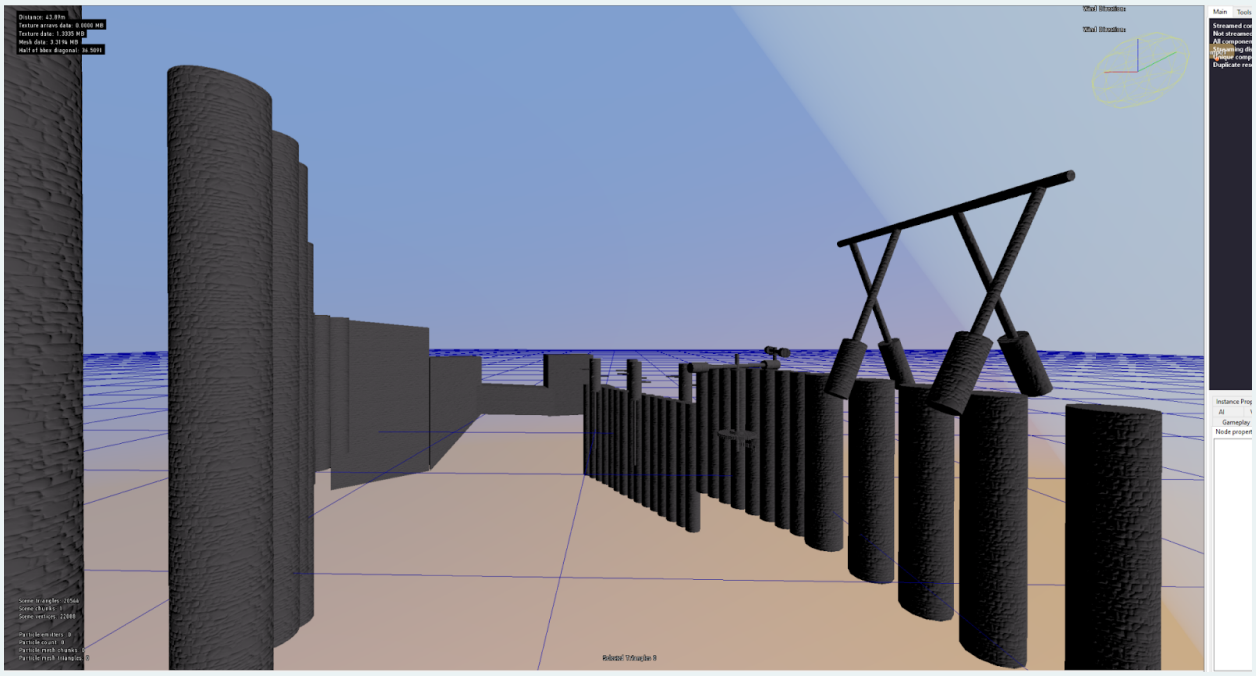
Hit by the Windmill, Ciri falls

Ciri: *Aaaaa! Ouch... Leg... I can't feel my leg...*

Geralt: *Ciri... Nothing happened...*

Geralt: *Except that you're dead.*

Geralt: *I need a drink. Now.*



Another look at the work-in-progress Killer's path

Looking for Booze

The witcher returns to Kaer Morhen. He remembers, there was vodka in the kitchen. Once he arrives, he finds the mug.

But it's empty. Geralt looks around the kitchen.

Ciri: *I can't train today... Because I'm... Indisposed.*

Eskel: *Of course. We'll suspend the exercises until the indisposition ceases. If you need any medicine or...*

Triss: *I'll take care of it.*

Ciri: *Uncle Vesemir... I asked Triss... I mean, Mrs. Merigold, to... Because... Well, to stay with us. Longer. But Triss said you have to agree to this because... Agree!*

Vesemir: *I agree... Of course I agree...*

Ciri: *And now I'll leave you alone, because I'm sure you want to discuss various important matters with Triss. Lady Merigold, Uncle Vesemir, gentlemen... Goodbye. For now.*

Lambert: *Damn... To think I didn't believe she was really a princess.*

Vesemir: *Do you get it, you idiot? If she puts on a dress in the morning... No more exercises for her... Do you get it?*

Lambert: *Pff...*

Geralt: *Thank you, Triss. Thank you.*

Geralt needs something stronger. He remembers Vesemir had the recipe for Black Gull. He goes to the chest. Locked, of course. Then suddenly he remembers that Lambert had the key. He kept it somewhere by the alembics.

He will use Lambert's alchemy equipment, to distill the booze. He'll find the ingredients in Lambert's corner. The water he'll have to draw from the well outside.

Regrets
Vesemir arrives. He asks Geralt if he’s feeling alright. He was dead drunk. He’s setting a bad example for their latest acquisition. Geralt asks what Vesemir is talking about. Vesemir points towards a figure in the corner.

Ciri.

Geralt looks towards her, confused. Hopeful, under his breath, he mutters

Geralt: *Ciri? How could it be her?*

Vesemir doesn't hear Geralt. He tells Geralt about the merchant they saved, the promise he made of that which he didn't expect. This is the promise. A surprise child.

Geralt asks how it's possible that Ciri is here. Vesemir looks at Geralt, surprised. He says the child looks nothing like Ciri.

Geralt looks again in the direction of the child.

A moment passes by. Standing there, nervously, is not Ciri. But a boy.

Vesemir asks the boy to leave the room so that he and Geralt can talk. The old witcher asks the White Wolf why he is carrying a rope. What does he intend to do with it?

Geralt tells about Black Gull, his visions of Ciri. He talks about his regrets. If he should have acted differently. Vesemir expresses his sympathies, talking about Geralt's sense of guilt towards Ciri. About moving on. He tells Geralt there's a new boy in the courtyard, awaiting training. Geralt should try and give the boy a better second impression. Maybe tell him about the Trail, make him at ease a bit.

A New Recruit
Geralt gets up. He sees young Ciri's ghost again. She yells at Geralt to follow him. She'll help him. Like he helped her.

Geralt follows her, and goes out in the courtyard, to meet the new kid.

[DEBUG] *He asks him where he's from. Asks him why he's here. That he needn't be scared. This is his new home now. And they'll train him to look after himself.*

Geralt: *Hi, kid. What do they call you?*

Boy: *A-ansel.*

Geralt: *Do you like Kaer Morhen?*

Boy: *No. It's cold here... And scary.*

Geralt: *Well, it's true, it's scary here. But you can get used to it.*

Boy: *But I felt good at Mrs. Jaworzna's. I didn't want to come here.*

Geralt: *Neither of us wanted to.*

The two talk, and the boy has many questions about witchers, monsters. The kid says he's heard everyone say that witchers eat babies, but neither Vesemir nor Geralt look like the baby-eating type. The medallion, about fighting. About Geralt's yellow eyes.

Geralt explains everything. Then he says it's time to go.. He'd like to show him the Trail, to tell him about witchers' training there.

Nothing to be Afraid of, anymore
Note: It's unclear if this happens on the Trail or there's a time skip and they are back at Kaer Morhen

The boy notices a bird flying near them. It has a ring, with a message on it

Boy: *Letter! The bird has a letter tied to its leg!*

Geralt: *I can see it. You don't have to yell.*

Geralt opens the letter.

Note: the contents of the letter depends on romance choice.

[Comment] Geralt reads the letter in silence; Yennefer's voice is heard

Yennefer: *I've already lost Ciri. If you disappear from my life now, I'll be very, very angry. I'll find you and show you how angry. So you'd better come to me first. Please, Geralt. Please. Yennefer. .*

[Comment] Geralt reads the letter in silence; Triss's voice is heard

Triss: *I heard what happened to Ciri. I'm terribly, terribly sorry. I can't imagine what you must be going through right now. But maybe it will be easier for you to go through it with me. You know where to find me. And how much I would like you to come. Your Triss.*

[Comment] Geralt reads the letter in silence; Dandelion's voice is heard

Dandelion: *Geralt, I'm worried. Write how you are. Or better yet, don't write anything, just come to Novigrad right away. And don't do anything stupid, I'm the one for that, remember? Your friend, Julian Alfred Pankratz. AKA Dandelion.*

[DEBUG] *The boy asks Geralt what the message said. Was it from his girlfriend? He starts prattling away about his girlfriend. When he realises that he won't be seeing her again, his mood drops.*

Geralt decides to leave. He mounts on his horse, departing from the keep. The boy says his goodbyes. Geralt turns, takes a look. He sees Ciri.

Ciri: *I'm scared.*

Geralt: *There's nothing to be afraid of anymore.*

q504_ciri_empress(2012) - Tears

Author: Ferroxius
Character List:

- Geralt
- Ciri
- Yennefer (Dependant)
- Triss (Dependant)
- Dandelion
- Zoltan
- Innkeeper
- Innkeeper's Wife
- Korrend
- Messenger

The Sleepwalking Innkeeper It is not quite clear how the quest begins but it appears that Geralt and Ciri are at an inn. Geralt speaks with the innkeeper and his wife about a problem the innkeeper has been having. Apparently he's as of late been sleepwalking into the woods only to return naked and unable to recount the nights events. Geralt says they'll look into it and heads out with Ciri

An Unjust Hanging While tracing the innkeepers tracks they come across a group of hanged elven civilians. Ciri is upset at this apparent lynching and states that this unjust brutality must end. Geralt can respond in a few ways:

- He can claim this will only end when all the elves are dead. Ciri claims that once the elves are dead, a new target will be found. Geralt bleakly asserts that witchers will probably be among them
- He can claim that it isn't their job to do anything, that its the job of kings and emperors. Ciri appears frustrated at this
- He can claim that this is just life, Ciri angrily responds that Geralt managed to change the fate of the world by opposing Avallac'h, she claims that if this is just life then it must change

Regardless, Geralt will say that they should keep going but Ciri insists that they bury the elves. Geralt complies and they do so. After burying the elves, Ciri sadly claims she doesn't know how elven funerals are held but Geralt claims he knows a few words. Ciri requests they at least give the elves a decent funeral then. Geralt can either agree and speaks the words he knows or he insists they let them go now. Regardless, Geralt and Ciri move on

Tracing the Thread Geralt and Ciri continue tracing the tracks of the innkeeper until they reach a nearby stream where they break off. Geralt also comments that it almost looks like the innkeeper was trying to cover his tracks, he concludes though that there is no point trying to follow the tracks now. Ciri asks what they do now and Geralt suggests that they head back to the inn and wait for the innkeeper to start sleepwalking again, they'll then follow him. Ciri agrees and they head back.

- Rather humorously, if Geralt goes too far from Ciri while tracking the innkeeper then the game will account for this. Geralt will find Ciri near where he abandoned her, she demands to know where he went. Geralt can either claim he got lost or that it was a test to see how Ciri could cope on her own, but she doesn't seem convinced. Regardless she tells Geralt that she tracked the innkeeper on her own but found the tracks disappeared into the stream, Geralt like above suggests that they wait until night for the innkeeper to leave and they follow him.

Waiting On returning to the inn they find the innkeepers wife rushing around muttering to herself about prepping the inn. Geralt asks what's going on and the innkeepers wife claims that a messenger from the Nilfgaardian embassy came by just then and requested that she prepare the inn as if it was a wedding. She also informs Ciri that the messenger left a letter for her, Ciri tells Geralt that she thinks she knows who its from and asks if she can read it in private which Geralt agrees to.

While waiting, Geralt goes to a nearby table where Dandelion, Zoltan and Yen/Triss (Depending on romance choice) are sitting at. Geralt converses with

the group and asks what they plan to do in the future, Dandelion claims that while his brothel in Novigrad has fallen into massive debt he still wants to keep going with his dream of a better workplace for prostitutes. Zoltan generally does not have much in the way of plans and continuously mocks Dandelion during the conversation (At one point even alluding to the fact that Dandelion is balding). Yen/Triss leave the conversation relatively early and tell Geralt to see them upstairs if they want to talk.

Heading upstairs, Geralt speaks to Yen/Triss. Geralt tells her that Ciri received a letter but doesn't want to say who its from. Yen/Triss generally tell Geralt not to pressure Ciri about it and that she'll tell Geralt when she wants to

- If Geralt takes too long conversing and drinking with Dandelion and Zoltan then Yen/Triss will already be asleep and brush Geralt off if he tries to talk to them

The Devil Incarnate Geralt goes to Ciri's room but cannot find her there, he assumes that Ciri decided to go ahead and find the innkeeper without him. Geralt heads out and tracks the innkeeper and Ciri's tracks. This time as Geralt approaches the stream he can more clearly make out the two tracks and follows them into a forest, noting that the innkeeper seems to have been carrying something and was cautious, while Ciri was sneaking not far behind.

Eventually, Geralt reaches a clearing in the forest where he finds Ciri, the Innkeeper and a Korred playing dice and generally having a good time. Geralt interrupts and threatens the Korred but Ciri claims that he's harmless, Geralt retorts that he puts spells on people to make them forget what happens. The innkeeper pipes in however and confesses that he never forgot anything, he had been meeting and playing cards with the Korred of his own volition. Geralt asks why and the innkeeper claims that although he's certain the Korred cheats like the devil he is at least some form of entertainment. Geralt orders the innkeeper to go back to the inn and he complies but requests that Geralt does not tell his wife about this otherwise she'll tan his hide, Geralt can either agree, disagree or agree as long as he stops coming.

Geralt also motions Ciri to come along but she tells Geralt that she can't as she lost something to the Korred. She explains that the letter came from Voorhis who wishes for her to marry him and rule Nilfgaard alongside him. Included in the letter was Emhyr's signet ring as proof of his support in all this. When Ciri had found the innkeeper with the Korred she was motioned to wager something and she figured that she'll bet the ring and let fate decide if she becomes empress or not. She was not lucky however and lost the ring.

Ciri begs Geralt to help her recover the ring, Geralt can either scold her for being irresponsible or reassure her that he'll get it back. Regardless, Geralt speaks to the Korred and demands it give back the ring but the Korred refuses. Geralt has a few options to acquire the ring

- Fight the Korred - Geralt fights the Korred and defeats it (Difficult to say whether or not this is a fistfight or swordfight). The Korred reluctantly gives up the ring
- Play a game - Geralt and the Korred agree to play a round of either dice, the drinking minigame, or riddles. If Geralt wins then he gets the ring, if he loses then he has to give over his sword (This probably also defaults to the fight option)

Once Geralt has the ring he and Ciri start heading back to the inn. Along the way, Geralt asks if Ciri thinks this means that fate wants her to become empress. Ciri claims that even if fate wants this, she isn't sure if she herself wants it. Geralt has a few ways he can respond

- He can assure Ciri that she could do a lot of good as Empress. Ciri contemplates though if she would actually do anything or simply be an accessory for Emhyr and Voorhis. Geralt claims that she's more influential of them than the thinks
- He can warn Ciri that being a ruler is a tough job and she would have to constantly be aware of enemies. Ciri jokes that the worst part of this vision would be the prospect of having to wear a dress

- He can tell Ciri that she isn't cut out to rule as she is too honest and doesn't like war. Ciri thinks though that its probably what the world needs, a ruler who doesn't seek war, but Geralt isn't optimistic

The End Arriving back at the inn, Geralt speaks with the innkeepers wife about her husband. Geralt has the option of either telling the wife the truth or not which impacts her response. Regardless, a messenger enters the inn and publicly reads out a message appealing to Ciri to accept Voorhis' proposal. Ciri declares that she accepts this proposal, but quietly tells Geralt to accompany her to court.

Geralt agrees. He and Ciri exit the tavern with the messenger, and the game ends

q505_ciri_free(2012) - Goodbyes

Author: Glassfish
Character List:

- Geralt
- Ciri
- Bruxa
- Zvonimir
- Zvonimir's child
- Triss or Yennefer
- Zoltan
- Dandelion
- Priscilla
- Stjepan
- Smith

This ending is achieved if Geralt managed to convince Ciri to abandon Avallac'h's plan and prevented Ciri from becoming close to Voorhis

A Beautiful Day for Fishing
Geralt and Ciri are out fishing around the outskirts of Novigrad. Nearby, between the trees at the edge of the forest, you can see an old mill, whose wheel is powered by a fast-flowing stream. The orange sun slowly sets, hiding behind a wooden building. The forest is getting dark and gray. Ciri is holding an envelope, on which the Nilfgaardian seal with the sun in the coat of arms is clearly visible. The girl's hands break the sealing wax with a crack. Ciri beings to read the message,

"We, Emhyr var Emreis, Deithwen Addan yn Carn aep Morvudd, bla bla bla... Emperor of Nilfgaard, call upon Cirilla Fiona Elen Riannon, the rightful heir to the crown, to the imperial court in the city of Nilfgaard, bla bla bla...

Emperor of Nilfgaard we call upon Cirilla Fiona Elen Riannon, the rightful heir to the crown, to the imperial court in the city of Nilfgaard, blah blah blah..."

Geralt asks her to read and not to blab. Ciri says the letter is boring. Geralt says that this letter is probably serious. Ciri runs her eyes over the parchment. She says it's even more serious, Emhyr wants to abdicate and put her on the throne. Geralt freezes. He stops examining the tracks on the path. He slowly gets up and walks over to the stone where Ciri is fishing. He takes the letter from her hands and glances at it. After a moment, he nods and hands the letter back to the girl. Geralt says that he's done many things but he's never been looking for traces of a Bruxa with the Empress. Ciri says that Geralt will not.

Ciri slowly, methodically tears the paper into small shreds, which she throws into the stream flowing toward the mill. The parchment particles are carried away by the current. Geralt asks if she is sure about that. Ciri says that politics stinks more than a rotting corpse. Geralt says that they will soon find out. Ciri looks at him in surprise. Geralt points. Nearby, among the bushes, there is a corpse. Geralt asks for Ciri to go back to the inn. Ciri is insulted and Geralt can reply in a few ways. He can say that finding Ciri was so hard and that Bruxae are dangerous and he doesn't want to lose her again. Ciri reassures that nothing will happen to her.

Geralt asks Ciri what she knows about Bruxae. She says a Bruxa uses the power of sound, can overpower an opponent with a squeak, attacks both at night and during the day. She appears in the form of a woman. She is often confused with a mermaid or a dryad. She has the ability to charm and telepathy. To gain power over a given creature, she must regularly suck its blood. She has the ability to polymorph into a black bird or a bat. Geralt can see that Ciri has done her homework. Ciri says that she wants Geralt to be proud of her. Ciri says that Geralt can protect himself from the sound waves with the Heliotrope sign. Geralt says that they will follow the blood and trail and that Ciri should stay two steps behind.

Tracking the Bruxa
Geralt and Ciri are tracking a bruxa who they find is hiding in the ruins of a mill. In the gameplay, Geralt tells Ciri to follow him. The girl purrs in agreement. She adds that she loves hunting with the witcher.

The Mill
Ciri suggests a high balcony as an observation point, which was created after the granary roof collapsed. Geralt agrees to the proposal. After the dialogue, they both go to the balcony in the gameplay.

Geralt and Ciri talk briefly about the contract. Farmer Zvonimir, who ordered them to kill the bruxa, claimed that the monster was in an old granary. He himself inherited the land and building from his deceased uncle, but it turned out that he had no access to the estate because the monster slept in the building. Every night the Bruxa goes hunting and spends her days sleeping. The Bruxa even tried to kill him. Geralt states that now they must wait until dawn for the vampiress to return.

On the Balcony
Ciri says that they better not fall asleep waiting for the Bruxa. Geralt says that if they do they might not wake up. Ciri says that they will talk to stay awake. Geralt can ask Ciri why she doesn't want to be the empress, what she would rather be doing, and what he himself plans for his future.

Geralt and Ciri's discussion about her not wanting to be empress centers around her simply not being interested. Geralt says that she is well qualified. Ciri responds by questioning if she has to rule by simply not being the worst.

When Geralt asks what Ciri wants to do she says that she wants to do what she is doing right now, be a Witcher. Geralt reminds her that a Witcher's life is short and dangerous. Ciri says that she prefers that.

When discussing his own future Geralt says that it feels good to be back on the Path. Ciri asks what Geralt will do after defeating the Bruxa. He says that he wants to leave Novigrad.

The Bruxa
The Bruxa suddenly appears in the mill ruins. Geralt shouts at Ciri in gameplay to attack vital points. Ciri is not a witcher, she cannot see them, so she simply attacks the creature. Geralt says that they should light up but Ciri says that she still can't see. Geralt says that she is not a Witcher but Ciri is determined to fight the Bruxa.

- These lines of dialogue reference the Combat Focus mode that the player is able to utilise while playing Geralt. It is exclusive to Witchers.

Aftermath
After killing the Bruxa, Ciri says that they make a great team. Geralt simply says that it went smoothly. Ciri says that they'll be a legendary Witcher team. Geralt says that she must be kidding since Ciri doesn't have Witcher Senses. Ciri says that she will learn them. Geralt says they need to get some proof that they killed the bruxa. Remember that people never trust Witchers.

About Trust
After picking up the trophy, Geralt decides that it should be convincing enough. Ciri thinks that the witcher should trust people more since maybe they would trust Witchers more in exchange. Geralt says that during all these years that he's been on the trail, people have done everything to make him lose trust in them. He says it's time to head back.

Visiting Zvonimir
Geralt and Ciri arrived in front of an inn near Novigrad where they were staying. The two horses they rode are standing by a pasture. Geralt in the gameplay tells Ciri to go with him to the shepherd Zvonimir. His hut is nearby. Ciri nods. Geralt says that if she wants to be Witcher she will need to collect payment and will need to come with him to collect it.

Collecting Payment
Geralt and Ciri arrive at Zvonmir's hut. His child asks him what are these freaks. Zvonmir tells them to go feed the chickens. They protest but eventually listen

and leave. Geralt says the contract is done. Zvonmir asks if they have proof and Geralt shows the head. Zvonmir pays but Ciri protests that it’s not even half the agreed amount. The Witcher looks at the purse and says that it is definitely less than the amount they agreed on. Geralt demands the full price, but Zvonimir does not intend to pay. He does not expect the witcher to raise a hand against him or anyone from his family. Geralt declares that he won't lift it. But he'll punch its muzzle with pleasure. After this line, Geralt and Zvonimir fight with fists in gameplay. Geralt apologizes to Ciri before starting the fight. He explains that she should learn from this if she wants to be a Witcher.

After the Fight

When Geralt wins the fight, Zvonimir continues to be a dick but hands over the proper payment. He promptly kicks both Geralt and Ciri out. Geralt says that this was a lesson that Ciri must remember. Ciri says she won't forget.

Outside Zvonmir's Hut

Ciri says that she doesn't understand why people treat them like this. They are saving them. Geralt says it's because they are afraid. People are afraid of everything that is different, strange... Incomprehensible. And when they are afraid, they start to hate. Suddenly Geralt's lover (either Yen or Triss) arrives. She says to Ciri that Geralt and her must have a private talk.

The sorceress reproaches the witcher for exposing Ciri, who did not undergo training and mutation in Kaer Morhen, to danger. Triss is disappointed with Geralt's attitude, which stupidly exposes Ciri to danger. Triss has a different idea for Ciri's future, but being a witcher does not fit into her plans. Geralt defends himself by saying that he doesn't take Ciri when the tasks are difficult and extremely dangerous. At the end of the conversation, the sorceress tells Geralt that Zoltan and Dandelion wanted to have a drink with him. They are both in a nearby inn. The sorceress says she will be in her room, then leaves the dialogue and disappears.

If Geralt doesn't have a lover, Zoltan enters the dialogue and invites Geralt and Ciri to the inn. The friends want to have a drink in good company. The dwarf asks them to join them, because they have some news from the world.

Approaching the Inn
If Geralt killed Hubert in **q308_psycho**, Geralt meets Priscilla leaving the tavern right at the entrance. The girl greets the witcher and asks him not to drink Jaskier into unconsciousness. Just this once. Having said that, she leaves the tavern. Geralt promises that he will comply.

Meeting Dandelion (Priscilla Alive)
Geralt enters the inn and is greeted in gameplay by a happy Dandelion. The poet is beaming. He asks Geralt to join him and Zoltan, then moves on gameplay towards the dwarf sitting at the table. Geralt warns him not to drink too much because his girlfriend has some romantic plans for the evening. Dandelion says Geralt has no idea how many times a day she can be romantic. Alcohol won't stop him from doing anything. Quite the opposite.

Meeting Dandelion (Priscilla Dead)
If Geralt did not kill Hubert in **q308_psycho**, Dandelion approaches the witcher at the entrance to the inn. The poet is devastated and remembers Priscilla with sadness. He informs the witcher that the girl was murdered, and the way it was done points to the same murderer that Geralt was once looking for. He asks Geralt to join him and Zoltan, then moves on gameplay towards the dwarf sitting at the table.

Note: Priscilla and Blanka are still two different characters in this version. The idea here is that if Geralt does not find Blanka's attacker in q308_psycho then Priscilla will be killed by him by the time of the epilogue.

Drinking with Friends
Ciri approaches the group and sits at the table. Zoltan and Dandelion pass on political gossip from the city to the witcher, but Geralt isn't really interested. He had already achieved inner peace when he found Ciri, so news from the world

doesn't impress him. During the conversation, the friends decide that such good company requires celebrating this moment with alcohol. Zoltan either states that Geralt no longer has the head he used to have or that Geralt is getting old, but he still has a strong head (not clear what the condition is here). The slightly drunk companions exchange gossip from around the world. Some important information is revealed. Dandelion has no news from Dudu and (if he is alive) from Blanka. The poet also does not know what is happening with Roche and Corrine. If Geralt did **sq303_brothel**, the poet is a successful businessman and his brothel looks great and is full of guests. If Geralt did not do **sq303_brothel**, Dandelion is bankrupt and his brothel is decaying and empty. The heroes also talk about how Iorveth is doing.

- Some comments from Marcin Blacha, CD Projekt RED’s Lead Writer at the time, that Iorveth’s storyline is not closed here, and what exactly is said was never written.

Suddenly, a man approaches the group and asks if he can talk to them. Zoltan invites him to the table, but the peasant suggests that he is not interested in such company. He comes with a mission for the witcher. His name is Blagoj, and his flocks of sheep are being eaten by a huge monster. From the peasant's description, the witcher concludes that it is a Manticore. Blagoj heard that Geralt did well with the bruxa, so he came. The peasant offers a beggar's wage for the job. The witcher tries to haggle, but Blagoj defends himself by saying he has no money. Geralt accepts the offer and the peasant leaves.

Zoltan and Ciri say they don't understand why Geralt agrees to be treated like this and that it's completely disrespectful. Geralt says that he and those like him are despised. And it's rare that a mission comes to him on its own. Ciri states that she doesn't understand him at all. She adds that she's had enough of the conversation. The friends drink until they are unconscious and at some point Ciri decides that she has had enough. She thanks him and goes to her room. She leaves the dialogue and disappears.

Zoltan starts telling the witcher about his plan to marry Eudora. The drunk dwarf's story drags on a bit, and the tipsy Zoltan doesn't notice that Dandelion has already fallen asleep on the table. Zoltan and Geralt toast to the dwarf's marriage plans.

In the Morning
Geralt goes down the stairs to the main room of the inn, where the innkeeper Stjepan is. Geralt says that it's a bit empty today. Stjepan says such is the life of an innkeeper. One day there are lots of people and crowns are pouring in streams, and then nothing. Geralt asks if he has seen his friends. Stjepan says that Zoltan and Dandelion paid and left.

Triss/Yen approaches Geralt. She says that she just ordered breakfast and if Geralt will eat with her. Geralt says that he would be happy to. Dandelion and Zoltan couldn't wait for Geralt to wake up. He slept like a log. Triss/Yen asks what Geralt's plans are and asks that Geralt not take Ciri with him. Geralt can either say that he won't take Ciri or demand that she not lecture him.

Geralt says that he will go fight the Manticore alone. Triss/Yen asks if they can be of help. Geralt says only if she knows how to make a trap for a manticore. It's an old female, so he'll try to lure her with male pheromones. Triss/Yen says that she has some Ostmurk potion that Geralt used against the Kayran. It can be used to neutralize the Manticore toxins.

Triss/Yen demands that Geralt be careful and to not tell Ciri anything. He should prepare the potion before he sets off. If he lacks ingredients, he can buy them from the innkeeper. He's well-stocked.

Where is Ciri?
Geralt wonders where Ciri went and says he should ask the Innkeeper. If Geralt asks the innkeeper Stjepan about Ciri, he will learn that the girl armed herself, took a horse and rode away. At the crack of dawn she saddled her horse and rode off. He was even surprised where she was going, but she said she liked morning rides.

Buying a Trap
Geralt can also buy a Manticore trap from a smith. The dialogue is generic but the whole process is similar to the preparation for the Kayran fight from The Witcher 2.

Tracking Ciri
Geralt can track down Ciri's horse with his Witcher Senses. This time she's gone crazy. He doesn't know what she thinks she's doing, that she went mushroom picking...

Finding Ciri
Geralt finds Ciri by the Manticore's lair. Geralt asks what she is doing. Ciri tells him to be quiet and that the Manticore is not in the nest. It's big. Geralt says that he promised not to put her in danger and that she should go back to the inn. Ciri says that she's a big girl now. Geralt relents and they both wait for the Manticore.

Preparing for the Fight
Time to prepare for battle. Ciri is not a witcher, so she cannot drink potions, causing a moment of confusion. Ciri states that she will prepare the weapon then. She says she can manage without potions despite Geralt doubting this.

Ciri asks if Geralt is ready to which he can say yes or no. Geralt says that Ciri needs to have patience. Without it, they have no chance of surviving the encounter with the Manticore. He says that they need to take a strategic position. Ciri points out a rock shelf above the lair. Geralt says that's a good spot.

The Manticore Attacks
Geralt and Ciri are waiting for the monster in a manticore nest. Bones and skulls of various sizes are strewn across the rocky ground. Geralt has set a trap in the middle. It's a large piece of meat soaked in pheromones to lure the manticore. A small stream trickles down the rock. Geralt and Ciri wait in a meditative pose. Ciri glances at Geralt every now and then to make sure she is faithfully imitating her mentor.

Geralt raises his hand in warning. Ciri falls silent immediately. Somewhere above them, the roar of an approaching monster resounds. Geralt draws his sword in a fluid movement. Ciri does the same a moment later. The monster, a mixture of lion, bat and scorpion, drops to the ground and grabs the meat with its claws, sinking its fangs into it. It hasn't noticed Geralt and Ciri standing by the rock wall yet. Geralt gestures for Ciri to approach the monster from behind. Ciri nods in agreement and silently moves along the rock wall, circling the manticore that is devouring the meat.

Suddenly the manticore raises its head and with a lightning-fast blow of its tail knocks Ciri down, who only thanks to her extraordinary agility avoids the monstrous spike at the end of her tail. Ciri hits her back against the rock. At the same moment Geralt screams and attracts the attention of the manticore, which throws itself at him. Geralt skillfully cuts the monster across the paw, severing two paws armed with claws. A monstrous roar is heard. At the same time, Ciri picks herself up from the ground, wipes the blood flowing from her mouth, and attacks the manticore from behind. The monster turns around abruptly, allowing Geralt to slash to the side.

The manticore walks to the wall, positioning itself so that it has both pursuers in sight. Close-up of the monster's muzzle. Suddenly, something strange happens. The panting, wounded monster begins to release clouds of steam from its mouth. At that moment, snow begins to fall, and the moisture on the walls turns to frost. The manticore rushes towards Geralt, then makes a sudden turn and catches up with the gasping Ciri. Geralt rolls under the monster's paw and almost at the last moment tears Ciri from the monster's jaws. Geralt pushes Ciri toward a ledge below. The girl is dazed from the impact and shivering from the cold. They jump down onto the ledge.

He tells Ciri to wait here. She protests. He says that she is hurt and will get in the way. Geralt jumps back into the nest and stands opposite the monster.

After the Battle

Geralt successfully kills the Manticore alone. After killing the manticore, the

witcher goes to talk to Ciri. The girl is sitting on a rocky ledge, where the witcher left her. In the conversation, Ciri is shocked by the proximity of death. Geralt and his adopted daughter have a serious conversation about Ciri's future. This dialogue is the culmination of the entire epilogue. The girl did not realize that being a witcher means constantly facing danger, people's lack of gratitude, poor pay and hatred. What's more, Ciri states that the snow did not appear out of nowhere. When she was threatened, she tried to cast a spell and felt the White Frost breaking into this world. Ciri did not sacrifice herself to close the rift between worlds and now her remorse returns. As a result of the conversation, Ciri comes to the conclusion that she will travel between worlds and find a way to stop the White Frost. They both decide to go back to the inn.

Goodbye Ciri

We see Ciri ready to go. She stands by a loaded horse. Geralt, the sorceress(if a lover), and Ciri say goodbye in a moving way. Ciri swears she'll come back, but her voice still trembles. The sorceress gives the girl wise life advice if she is present. Geralt is also concerned. They finally say goodbye.

Side Content

Everything for her savior… Now I understand why women are so drawn to you.
Dandelion

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Velen Side Quests

sq101_keira - A Favor for a Friend

Author: Ferroxius
Character List:

- Geralt
- Keira
- Village Head
- Peasants

This quest can be started after the completion of **q104_mine.**

A Mysterious Attack
Geralt comes across a commotion outside the village near Keira's hut. In a field lies a mutilated corpse. Geralt talks to the peasants and learns that the man was killed by a "Clay man". Strangely this clay man has only bothered this village and only tends to attack those that wander into the forest. The peasants all advise Geralt to talk to the village elder for more info.

Geralt talks to the village elder about what's going on and says he can take care of the monster for a price. The elder offers a meagre reward which Geralt can accept, or he can work for less or try to weasel out more coins.

Geralt can come across the "clay man", who is a golem, prior to starting this quest. If he has done so he claims he tried attacking the golem but it was immune which the village head also confirms when they tried hunting the clay man. Geralt regardless will mention magic and the head suggests he talk to their village witch (Keira).

Talking to Keira, Geralt explains he's taken on a contract to kill a golem but cannot harm it. Keira claims she knows a spell that could help but first needs

Geralt to acquire strong alcohol, bear liver and griffin eggs for her (If Geralt already has these then the quest proceeds immediately). She thanks Geralt and tells him to meet her in the clearing the golem is at night. She also tells Geralt to bring flowers which Geralt finds strange but agrees to anyway.

Not What I Expected

Geralt goes to the clearing at night and finds Keira at a table adorned with food, candles and illusionary music playing in the background. Geralt asks what Keira is doing and she says she wants to have dinner and converse with Geralt who she sees is the only suitable person in Velen for such a task. Geralt can try to back out from this but Keira says she won't help Geralt in dealing with the golem if he doesn't have dinner with her. Geralt can back out for good or sit with her (If he backs out he will have to figure out how to disable the golem on his own).

If Geralt decides to stay then he sits with Keira and they can talk about a few things while having dinner.

- Geralt can ask where the food came from. Keira confesses that most of the food is an illusion except for what Geralt brought her, scrambled eggs with bear liver. Geralt is annoyed with Keira for this since he risked his life but Keira waves it off.
- If Geralt collected some flowers then he can give them to Keira who thanks him and puts them in a vase on the table. Geralt can complain about being Keira's "errand boy", collecting flowers for what he assumed was an important task. Or he can be flirty.
- Geralt can inquire about the music which Keira claims was to lighten the mood. Geralt can either claim its romantic or annoying drivel.

Once dinner is done Geralt asks what now. Keira says that since Geralt had dinner with her she will help him with the golem, or they could spend some more time together. Geralt can either agree which leads to a sex scene or disagree and the scene continues.

Keira tells Geralt that golems are powered by a stone that should be easy enough to track around the village. Geralt thanks her and heads off.

The Golem
Geralt through gameplay tracks the golems power stone (It is unclear if he does this just through witcher senses or something else). He also at some point can come across evidence of who the golem belonged to. It used to belong to a dwarven blacksmith called Baroch whose family was murdered.

Eventually he finds and destroys the source, and waits for the golem to appear. He then fights and defeats the golem.

Returning to the village head Geralt says the job is done and is given the reward. The elder also inquires about if Geralt found out why the golem was bothering them and Geralt can mention Baroch if he found the evidence, otherwise he takes the reward and leaves, ending the quest.

sq102_letho - Ghosts of the Past

Author: Ferroxius
Character List:

- Geralt
- Letho
- Elf assassin
- Baron
- Nilfgaardian assassins

The quest can be started after the completion of **q102_baron.**

Commission
Note: This section is not required to start the quest as Geralt can start it by coming across the mansion or the elf hunter.

Geralt talks to the Baron about any possible work. The baron claims that there's an abandoned mansion deep in the swamps to the south. The place is supposedly cursed and a few daredevils have tried to enter it never to return. The baron thinks it would make a good hideout if things go wrong for him and wants Geralt to lift the curse there. He also asks Geralt to keep this between the two of them so people don't learn about the disenchantment. Geralt heads out.

The Elf Hunter
On the way to the mansion Geralt can encounter an elf fighting some monsters in the swamp. After helping dispatch the monsters he talks with the elf. The elf claims he is a monster hunter like Geralt and that he is hunting "A brute big as an oak, quick as a serpent, with fangs like scythes and claws as long as your swords.". Geralt finds the description odd but wishes the hunter luck anyway and continues on to the mansion.

The Mansion

Arriving at the perimeter Geralt finds the gate locked and looks for a way in. Eventually he manages to get in through the chimney and starts looking around. He comes across the remains of a family of survivors who tried to set up here. Exploring more rooms in the mansion he notices that someone has rigged up traps. Working through them he eventually reaches the attic where he finds his old enemy Letho waiting for him. Geralt asks what Letho is doing here and he says he's hiding from Nilfgaardian assassins. He warns Geralt that they are in the building right now and the traps are for them. He asks if Geralt would help him take them out carefully by luring them into his traps. Geralt agrees.

- Letho takes Geralts swords at this point as well although it's unclear why in terms of story.

Through gameplay, Geralt has to lure the assassins in various rooms of the house into Lethos traps with Letho standing by for backup just in case. They do this in the hunting room, pantry, kitchen, library and basement.

Once all the assassins are dealt with Letho tells Geralt to follow him. They go to another room in the house containing what looks like a mouth in the middle of the room. Letho explains that the house is indeed haunted and needs "feeding" from time to time. He drops the corpses of the assassins down the hole and it seems to satisfy the house. Geralt comments that he can feel malignant energy coming from the hole and determines it is probably the source of the curse.

The house grows quiet. Letho says that there's one more assassin that he reckons was sent not by Nilfgaard but by the lodge as revenge, he also claims this assassin is even more deadly and would even be Leo Bonhart's twin if not for the fact he's an elf. He gives Geralt his swords back and the assassin enters the room, who turns out to be the same one Geralt saved in the swamp. The assassin tells Geralt he can leave if he wishes as he has no quarrel with him but Geralt refuses.

They fight. Through gameplay it seems the elf is too skilled to be killed conventionally and must be Aarded by Geralt into the hole in the room. Once done, Letho remarks that he hoped the house would be satisfied after that feeding, Geralt thinks it's only grown stronger. Geralt claims if they learn what happened here they could find out how to break the curse but Letho says that isn't important right now and that they should go.

As they start to leave, the house evidently does not want its next meals to leave and attacks them with flying cutlery. Geralt and Letho scramble to a broken wall that Letho had previously used to get in, only to find it blocked by a bookcase and rubble (Letho thinks either the house or the assassin did this). He asks Geralt how he got in and Geralt mentions the chimney but Letho thinks if they tried climbing it the house would start a fire under them.

Geralt and Letho decide they have two options. They could go into the basement and destroy the support pillars collapsing the house on the mouth, or they could figure out how to lift the curse.

Option 1: Destroy the house
Geralt and Letho go to the basement. Geralt takes the pillars on the right, Letho on the left. They have to destroy them at the same moment.

On destroying the pillars they rush out of the house as it collapses. Making it outside Letho thanks Geralt for his help and says he owes him one. He tells Geralt that if he needs him, he'll be staying in a nearby abandoned village afflicted by the plague. He and Geralt part ways.

Option 2: Lift the curse
Geralt and Letho look through the house. They come across a portrait of a married couple which Letho recounts are actually siblings although Geralt doubts if incest is related to the curse.

They in another room find the diary of the woman in the portrait Dolores. According to the diary she was smitten with her brother but also the family hunter Roderick. Apparently this caused quite a few rows between her and her brother Humbert. They also later on read Humbert's diary which reveals that he killed Dolores and Roderick and walled up their corpses in the basement.

Geralt and Letho go to the basement and find the wall although it is quite well built requiring both the witchers to aard it down at the same time. Geralt enters and finds the remains of Dolores and Roderick, although the condition of the remains suggests Roderick may have still been alive. Geralt theorises that Roderick driven by hunger had to eat Dolores' corpse and cursed Humbert for it, creating the mouth in the house. He claims that if they fed the remains of the lovers (who are the source of the curse) to the mouth the curse would be broken.

Geralt and Letho take the remains to the mouth and toss them in. The mouth disappears and the curse is lifted. They step outside to talk. Letho thanks Geralt for his help and says he owes him one. He tells Geralt that if he needs him, he'll be staying in a nearby abandoned village afflicted by the plague. He and Geralt part ways.

Returning to the Baron

Geralt returns to the Baron for a reward (If he was not commissioned by the Baron then the dialogue is different). If Geralt opted to destroy the house then the Baron is unhappy that a possible hideout is destroyed and Geralt gets no reward. If Geralt opted to lift the curse the Baron is happy and Geralt gets a reward.

Geralt leaves and the quest ends.

sq103_kolovrat - The Ties That Bind

Author: Ferroxius
Character List:

- Geralt
- Ciri (Phantom)
- Wolrud
- Niemoj
- Niemoj's father
- Blacksmith
- Old Woman

The Elderly Child
Geralt arrives outside the village of Midcopse to find an old man tied up by a witch hunter and some of his men while the peasants look on. The witch hunter claims that the tied up man, who is called Niemoj, is found guilty of some crime that occured in the village and will be burned at the stake.

One of the peasant men however claims that the old man Niemoj is actually his 17 year old son, leading to an argument between him and the hunter. Geralt enters the conversation asking what's going on and the witch hunter approaches him. He introduces himself as Wolrad and explains that Niemoj is a monster as he aged unnaturally in a matter of days. Niemoj's father claims that he is still the same boy underneath and won't let the hunters burn him for something he thinks is not the boy's fault. Wolrad initially retorts saying that as a professional he has deemed the boy guilty, after a moment's consideration though he decides to postpone the sentence and has the boy untied. He tells Geralt to investigate and figure out what's going on for him and he'll be rewarded.

Investigation
Geralt talks to Niemoj about what happened. He claims he aged abruptly within a few days. The man also tells Geralt that he heard the voice of an old woman shortly before he aged, the voice called him "son" and seemed relieved to speak to him though he has no idea who this woman is.

Geralt can talk to Wolrad about what he knows. Wolrad says that there were three cases like this previously.

- The village head's son who is only an infant but looks to be twenty.
- The blacksmith's daughter is supposed to be seven but looks seventy.
- A village girl called Lidia. Wolrad says there's no use talking to her though since she was buried a few days ago. She was apparently only fourteen.

Geralt goes to investigate the leads.

Investigation A: the village heads son
Geralt goes to talk to the village head about his son but is refused initially until the head's wife calms him down (He's quite protective of his son). The head apologises saying that he's cautious of the hunters who can find any excuse to burn people these days.

Geralt examines the son and finds a birthmark in the shape of a wheel on his chest. The parents ask if it's related but Geralt says he isn't sure yet.

Investigation B: the blacksmith's daughter
Geralt talks to the blacksmith about his daughter. The man claims though that he recently sent his daughter and wife away to Kovir. He claims that his daughter has been sick since birth and aged faster than all the other children. Geralt concludes this case isn't relevant since the daughter didn't rapidly age.

Investigation C: Lidia
Geralt digs up Lidia's corpse and examines it. He notes nothing seems odd apart from a strange birthmark in the shape of a wheel.

Investigation D: Niemoj
After investigating the other leads, Geralt is suspicious of the birthmarks and goes to talk to Niemoj again. Geralt asks if Niemoj has any birthmarks on him and Niemoj shows one on his chest, also in the shape of a wheel. Geralt thinks somethings up.

Reporting to Wolrud
Geralt reports back to the hunter and speaks about the strange symbols. Wolrud pulls out a tome on magical descriptions and starts reading through it. He finds the symbol Geralt describes and says it's the symbol of the Kolovrat. It is a symbol of the sun and fire, and represents the endless cycle of birth and death. Geralt says he'll look around the village huts for the symbol and Wolrud tells Geralt to inform him once he finds the culprit.

The Guilty
Geralt looks through the huts until he finds one where an old woman lives. Geralt looks around and comes across a spinning needle that makes his medallion vibrate like crazy indicating magic. Geralt notes that it seems to have been used recently but with no signs of actual cloth being produced. He finally notes the symbol of the Kolovrat on the side.

Geralt confronts the old woman but she claims she is not a witch. Her two sons died recently in the war and she misses them greatly. She received the spinning needle from Weavess recently and when she uses it she can speak with her sons. She figured out soon that people were aging in the village because of the needle but she missed her sons so much so she kept using it.

Geralt talks to Wolrud about the spinning needle and says it should be destroyed. Geralt says that it should be moved to the nearby barn since he doesn't know what could happen once it's destroyed. Wolrud agrees and orders his men to take the needle to the barn and to also arrest the old woman who must pay for her crimes.

The Barn

Geralt has two choices regarding what to do with the spinning needle. He can either.

- Destroy it - this proceeds to the end scene.
- Use it - Since the spinning needle grants what the user desires Geralt uses it to speak to Ciri. A phantom version of child Ciri appears and they talk for a bit, then argue and then Geralt is knocked out (None of this is real, it is all in Geralt's head).

If Geralt used the needle he wakes up to find Wolrud standing over him. The hunter claims he wondered where Geralt was after he didn't return for a while. Geralt asks what happened to the needle and Wolrud confirms it's been destroyed. He thanks Geralt for his help and gives him a reward. They part and the quest ends.

Novigrad Side Quests

sq301_triss - A Matter of Life and Death

Author: Moonknight
Character list:

- Geralt
- Triss
- Ingrid Vegebuld
- Albert
- Witch Hunters
- Servant

A Cheap Trout
Geralt goes to Triss house, where the sorceress asks him for help. She has received a message from a servant of Ingrid Vegebuld, which states that the Lady is willing to donate a tidy sum to help the mages escape Novigrad. This, in exchange for unspecified help. In the letter there are instructions for Triss to meet Vegebuld's servant in Novigrad's market, he will be dressed in blue with a key, and needs to be contacted by revealing a secret passcode. Triss suspects it could be a trap, and asks Geralt for help.

Triss and Geralt go to the market, and while the sorceress hides away, Geralt explores the place. There are multiple men dressed in blue, and to each the witcher asks if they know where to find the cheapest trouts, which is the passcode to meet with the servant. Eventually, he finds the right man. The servant leads the witcher to a more secluded spot, and after having defeated an ambush from a group of Witch Hunters, Triss appears.

Geralt: *Triss, this is the man.*

Triss: *Are you a servant of Countess Vegelbud?*

Servant: *You were supposed to come alone! Who is he?*

Geralt: *We can talk safely here. I don't think anyone followed us.*

Triss: *Apparently Mrs. Vegelbud has a request for me…*

Servant: *Yes. It's about her son. The young lord has always been interested in alchemy. Unfortunately, it eventually caught the attention of the temple guards. So far, the countess has managed to…*

Geralt: *…to bribe them.*

Servant: *…to convince them, but the situation is getting more and more serious.*
Geralt: *From what I know, the temple guards aren't that effective. Witch hunters are a different story…*

Servant: *Yes, but the guards can report the young master. If the witch hunters come in, we'll be doomed - they can't be bribed!*

Geralt: *How'd Ingrid Vegelbud know to contact Triss? That Triss was the right person?*

Servant: *We learned Miss Merigold had helped Myra Baiss disappear once the witch hunters were onto her. You will go down in history.*

Geralt: *And I will make sure that it happens some time later.*

The Plan
Geralt and Triss go to the Vegelbud residence at night, where she has thrown a masquerade as a cover. The sorceress finds the lady of the manor and presents her to Geralt. Her son Albert is with her.

The plan is to get Albert off the Novigrad region by exploiting the cover offered by the fact that the house is full of guests. This will allow them to slip away unnoticed. It needs to be done that night, as Aldo Muris, a Temple Guard on the Vegebuld's payroll, claims that people are talking about her son more and more and soon he won't be able to cover for him anymore. Albert is hesitant to leave. He wishes to continue the alchemical experiment that went wrong and caused the explosion that made the Hunters notice him.

Albert: *I was experimenting with a very interesting substance. Unfortunately, when I heated the mixture, everything exploded. If I had another day, I would have definitely managed to...*

Ingrid Vegebuld: *No way. You have to leave today, Albert. You have no idea what's in store for you.*

Albert: *Oh, Mrs. Merigold, if you would take a look at my recipes...*

Geralt: *We definitely won't have time for that.*

Ingrid Vegebuld: *Let's wait until the guests have drunk enough to notice only the trays with full glasses. It shouldn't take long.*

Triss: *In that case, we'll wait in the garden.*

Ingrid Vegebuld: *Fine. My son will join you at the right time.*
Albert: *Oh yes! My little laboratory is in the garden. My mother told me to move there after everything exploded. It's incredible, all it takes is a little fire - and tch! Mrs. Merigold, maybe we could...*

Ingrid Vegebuld: *Albert, we're going up. Thanks again. Good luck.*

The Ambush in the Labyrinth

Geralt and Triss move near the entrance of the garden. They visit Albert's laboratory in the back, commenting on his abilities as an alchemist and his carelessness. They then sit down on a bench in the garden, waiting to be called when everything is ready to move Albert. Triss drinks some wine and takes the chance to initiate a serious conversation with the witcher, to talk about their feelings and Yennefer coming back into their lives.

Their discussion is interrupted by the servant. The three talk and the servant reveals that according to him there isn't any real danger, Aldo Muris has just told Ingrid to extort her more money. Either way, Albert has to go away.

Triss enters the labyrinth, leading Geralt into chasing her. Here the fountain scene plays out, with Triss falling into Geralt's embrace, fireworks in the background, although it's unclear if the possibility for a kiss is present.

The two are interrupted by witch hunters, who have discovered where they are. Triss thinks it could be a trap laid by Lady Vegelbud, but for Geralt it doesn't matter, their first concern is surviving. After repelling the ambush, even by employing some of Albert's alchemical products, Geralt comments that the hunters might have been there not for Albert, but for Triss, having discovered where she was. Which means they have been made.

The Rat

Geralt: *Where did the witch hunters come from?*

Ingrid Vegelbud: *One of the guests must have recognized Mrs. Merigold... I saw someone running out of the hall, and then suddenly there were hunters everywhere!*

Geralt: *If they were so effective, the residence must have been under surveillance before.*

Albert comes out, his hands tied up. Triss frees him. Albert says that a servant betrayed them and his family has nothing to do with it. First they captured him here, the servant knew about the escape plans. Then the witch hunters went to the garden to get the sorceress and the witcher. The servant, as soon as he pointed them out, ran out through the entrance gate outside the residence.

Albert asks if he can say goodbye to his mother. Momentarily alone, Triss, embarrassed, apologizes to the witcher, claiming she drank too much and shouldn't have behaved like that in the garden. Before departing with Albert, she asks the witcher if he will visit her again soon.

Geralt can investigate the lead on the servant, and ultimately find him. Terrorized, the servant asks mercy for his life, claiming that he betrayed them because the witch hunters kidnapped her daughter. Geralt can choose to execute him or spare him, although something in how the servant spoke might hint that it was a lie

Geralt: *Why should I let you go?*

Servant: *My daughter! Have mercy on her! I must try to free her... Now that I have failed, they will kill her!*

Geralt: *And what is your daughter's name?*

Servant: *Uh... Uh... Penelope?*

sq302_philippa(2012) - Redania's Most Wanted

Author: Ferroxius
Character List:

- Geralt
- Triss
- Radovid
- Philippa (Memory)
- Margarita (Memory)

This quest can be started after the completion of **q302_mafia**

A Royal Contract
Geralt speaks with Radovid about work and the king tells Geralt extensively about Philippa (This also serves as an introduction for her character for any newcomer players). It is clear he is not very fond of her but does not outright state it.

Radovid tasks Geralt with finding Philippa. He says his men reported she has been staying in a hideout in the mountains east of Novigrad. He has made no efforts to get in though as Philippa has enhanced the hideout with magical spells and he hasn't found a magician who is willing to dispel them. Geralt heads off for the hideout.

Geralt heads into the hideout and makes his way through assumedly multiple levels before confronting a wounded fire elemental which Geralt defeats. Entering the hideout there's evidently signs of a fire and botched surgery as well as a megascope crystal. Geralt has two options here. He can give the crystal to Radovid immediately or he can give it to Triss first.

Optional Objective: Talk to Triss
Geralt brings the crystal to Triss who uses her megascope to view the memory. It depicts a conversation between Philippa and Margarita. Philippa is furious at Radovid for scooping her eyes out although Margarita remarks that it's what Philippa taught him to be. Philippa claims she will try to regenerate her eyes using the power of a fire elemental she caught which Margarita thinks is crazy.

After viewing the memory Geralt remarks that he thinks Philippa failed owing to the fire damage in her hideout and Triss agrees, thinking she was insane to try such a task. Geralt comments that fire magic is especially dangerous.

At this point Geralt points out that he still needs to report to Radovid and says he'll probably want the crystal. Triss requests though that Geralt doesn't give up the crystal as she claims that Radovid deeply hates Philippa and will never stop hunting her even after blinding her. Geralt can either give Triss the crystal to keep or keep it to give to Radovid.

Outcome A: With Crystal
Geralt returns to Radovid and presents him with the crystal, claiming that Philippa was trying to restore her eyesight but failed. Radovid is pleased with the witcher and gives him a reward. Geralt leaves and the quest ends.

Outcome B: Without Crystal
Geralt returns to Radovid and claims that he doesn't know what happened or mentions that Philippa was trying to restore her eyesight. Radovid is suspicious though as Geralt has no proof of his actions and refuses to give him a reward. Geralt leaves and the quest ends.

Renders of Philippa with her gemstone eyes

sq303_brothel(2012) - Cabaret

Author: Ferroxius
Character List:

- Geralt
- Dandelion
- Zoltan
- Julia
- Bolek
- Scholastica
- Succubus
- Banker

This quest can be started after the completion of **q304_dandelion**

Part 1: Money
Geralt talks to Dandelion in the brothel about what he's doing. Dandelion says he is making big plans to try and make his brothel the finest in the city and wants Geralt to help him with some matters. First and foremost though, Dandelion needs coin to achieve this and asks if Geralt would be willing to donate. Geralt denies saying that he has nowhere near the sort of coin Dandelion needs and suggest he try and get a loan from the bank. Dandelion agrees and they head out.

The Bank
Geralt and Dandelion go to the bank to try and get a loan but are refused owing to Dandelion's status as a bard not being a stable enough profession. Geralt can try to vouch for Dandelion but the bankers refuse Geralt due to his profession as a witcher also being unstable. They leave.

Dandelion curses the bankers after leaving and tells Geralt he has another idea on how to get a loan. He has an old friend called Scholastica who is head of the

deanery in Oxenfurt. He'll charm her and convince her to give him a fake employment certificate.

Scholastica
Geralt and Dandelion go to Scholastica's house and Dandelion tells Geralt to wait outside since Scholastica doesn't like mutants. Geralt waits outside and listens in on the conversation. Dandelion can be heard trying to charm Scholastica although she evidently wants nothing to do with him, then the sounds of objects being broken is heard. Dandelion stumbles outside.

Geralt asks what happened and Dandelion said it didn't go well. Scholastica smashed a jug on his head. He theorises that he could potentially win her trust back if he "saved" her from a bandit (Geralt can mock Dandelion for not knowing how to fight here). Dandelion tells Geralt to wear a handkerchief around his face and pretend to be the bandit, he'll confront Scholastica before Dandelion appears suddenly. Geralt will then let himself be defeated and Scholastica will be thankful to Dandelion for his help.

Geralt and Dandelion then wait nearby. Dandelion hands Geralt a sheet of lines Geralt can say to make the robbery more dramatic although Geralt finds this rather dumb. When he's ready Geralt gives Dandelion the signal and he steps out to "rob" Scholastica.

Geralt confronts Scholastica and can choose to use Dandelion's lines or not. Dandelion appears and fights Geralt. Geralt can either let Dandelion win or not. Regardless of Geralt's choice Dandelion wins back Scholastica's trust who takes him indoors. Geralt heads back for the brothel.

- Geralt can also from the looks of it fail this encounter if he takes too long or abandons Dandelion. This might fail the quest completely

After some time passes, Dandelion returns and claims he was successful in getting Scholastica to vouch for him. He now has the coin he needs.

- If Geralt let Dandelion defeat him then he claims she did it as he saved her.
- If Geralt defeated Dandelion then he claims she did it out of pity.

Part 2: Renovations
Dandelion says that he has a lot of options now for how he could renovate the brothel and wants Geralt's opinion on them (These options are purely for cosmetic purposes and do not impact the storyline).

Discussion 1: Style
Geralt can choose one of the following styles:
- A Temerian baroque style
- An Elven minimalist style
- A Nilfgaardian elegant style

Discussion 2: Main attraction
Dandelion claims that since there are lots of brothels already in Novigrad he wants to build a main attraction to differentiate his establishment. Geralt can choose from the following:
- A grand hall for poetry
- A casino
- A kitchen

Discussion 3: Name
Geralt can choose from the following names:
- Blue Doors
- Forge of Love
- The Palate

Discussion 4: Slogan
Geralt can choose from the following slogans:
- "Best Girls in Town"
- "Meet Dandelion's Flowers"

- "Forget yourself in pleasure"

Geralt can also choose between two styles for the posters, an erotic version or a modest version.

Discussion 5: Region
Dandelion claims he doesn't want to advertise his brothel to every corner of the city and only wants to target one area. Geralt can choose from:

- The Rich District
- The Red District
- The Port

Part 3: Prostitutes
Dandelion says that now his finances and renovations have been sorted he needs to acquire some working girls for his brothel. He's already found one in the form of one Julia who supposedly is at the passiflora.

Geralt goes to the passiflora and speaks to Julia. She claims that she cannot come to work for Dandelion as she is in massive debt. She was unwillingly forced into this establishment by a man called Bolek who promised her security and food (she was a refugee from Velen) only to get trapped at the Passiflora due to these debts. There's also suggestions that Bolek mistreats her and the other girls.

On relaying this to Dandelion, he says that he knows this Bolek and says he's a very shady person. He'll try and set up a meeting with him and Bolek to acquire Julia and some of the other working girls by cancelling their debts.

Geralt and Dandelion go to meet Bolek. Bolek asks who Geralt is and Dandelion claims he is his bodyguard. Dandelion presents himself as someone interested in working girls and Bolek assures him he has a lot to offer but Dandelion says he's specifically interested in Julia which Bolek finds odd. He offers instead that Dandelion have a succubus that he has in a cage. The succubus is sleeping

because Bolek stuffed her with fisstech previously so Dandelion asks him to wake her up.

As Bolek enters the cage to wake the creature Dandelion slams it shut behind him. He demands that Bolek relieve all the working girls of debt or they will leave him with the succubus. Bolek agrees and Geralt can leave him there to be choked by the creature or let him out. If Bolek was killed then Geralt also has the option of freeing the succubus who thanks Geralt and tells him of a stash belonging to a now dead miser.

Before leaving Geralt and Dandelion find Boleks register containing records of the debts and burn it. They then go to the working girls to tell them they are no longer in debt. Geralt and Dandelion then head back to the renovated brothel.

Celebration Time
Geralt, Dandelion and Zoltan celebrate their newly established brothel. Dandelion remarks that ever since word got out that Bolek was mistreating his girls many have flocked to Dandelion's establishment where he has promoted himself as someone who looks after his girls.

The trio drink to Dandelion's new establishment and the quest ends.

sq304_fringilla(2012) - Friends in High Places

Author: Ferroxius
Character List:

- Geralt
- Fringilla
- Damas
- Citizens

Sting
Geralt is approached by an elf called Rufus at an inn. He tells Geralt that he can meet with an old friend in a burnt hut near Oxenfurt.

An Old Lover
Arriving outside the building Geralt notes it is pulsating with magic. Entering the building Geralt finds his old friend and one time lover Fringilla Vigo. The exchange is awkward as Geralt had previously escaped Fringilla, damaging her reputation within the lodge (Book event).

Fringilla asks Geralt for help, she has been on the run from Nilfgaardian agents for some time now. She used to hide out in Fox Hollow in Toussaint before being contacted by Philippa in **Redania's Most Wanted**, prompting her to come here.

- Geralt can take the time here to ask Fringilla about the current state of the lodge, this serves as a means of educating newcomers on the lodge and its importance.

Fringilla claims that her informer of sorts, Rufus, has told her that there's someone in town is asking after her. She doesn't think the man is a spy but rather just an adventurer who deals in magic relics but wants Geralt to investigate anyway. If the man has info on Philippa then that's also important as Fringilla is desperate to meet with her. Geralt leaves to find the man.

The Adventurer
Geralt needs to speak with various citizens in Oxenfurt asking if they're looking to hire a witcher in the off chance he runs into the adventurer. Eventually Geralt finds the right one and they go to the inn to have a drink.

The man introduces himself as Damas, he is from Cintra and has a "collection base for wealthy collectors of antiques and curiosities". He says that although his work is lucrative it is quite boring, thus he wants to have a try at fighting harpies and the witcher is to escort him. Geralt warns Damas that harpies are very dangerous and he could get himself killed but Damas insists he is trained.

Geralt takes this opportunity to ask if Damas has been asking around after Philippa. Damas lowers his voice and says he's been commissioned to find some of her personal belongings but didn't find anything. He tells Geralt to rendevouz with him at a point of interest and leaves.

Geralt reports back to Fringilla and says that Damas seems to just be a harmless adventurer. Fringilla asks Geralt to stay with him through the harpy hunt and see if he says anything else.

Hunting a Harpy, or Four
Geralt meets with Damas at the point of interest and Damas explains that he would especially if possible like to try and kill a queen harpy although Geralt says that it would only be attracted to very shiny objects. Damas thankfully has a giant necklace with him and says he'll place it in a spot and they'll wait.

- Geralt seems to be able to choose the spot where the necklace is placed, if Geralt chooses wrong the queen does not appear.

After dispatching the harpies Damas takes the necklace back but is suddenly knocked out by magic and Fringilla appears, she orders Geralt to search Damas. Geralt produces the necklace Damas just took and she takes it (She also orders Geralt to tie up Damas). Geralt asks what it means and Fringilla claims it

belonged to Philippa. Apparently each stone in the necklace corresponds to one member of the Lodge and can show their current vital state. If they are alive then the stone darkens. She excitedly claims that based on the necklace, Philippa is still alive and is nearby.

Around this time, Damas comes to. Fringilla orders Geralt to drill Damas for info. Damas claims he is actually a Nilfgaardian agent who was looking for Fringilla for treason. He was after the necklace because Nilfgaard had developed a means of tracking each sorceress. Fringilla says she's heard enough and plans to kill Damas, who pleads for his life.

Geralt can either let Damas go or kill him. However, if Geralt chooses to spare Damas then he will suddenly be shot by Rufus who was hiding nearby. Fringilla apologises for putting Geralt through that but she can't have any loose ends. She thanks the witcher for his help and they part ways, the quest ends.

sq305_scoiatael - Fathers and Daughters

Author: Glassfish
Character List:

- Geralt
- Vernossiel
- Guard Captain
- Scoia'tael Scout
- Dandelion's Girls
- Novigrad Guards
- Iorveth
- Hav'caaren warriors

Note: This version of the quest is very long and would have very likely been split up into a quest chain of three or four quests had it been produced.

The Guard Captain
Geralt approaches the Redanian Guard Captain at the border post about the notice that he posted. greets the guard captain. He asks Geralt what he wants. Geralt says he is here about the notice. They're not having trouble. They're up shit fucking creek. Geralt asks if there is anything peculiar the captain can remember. He says that something is in the woods attacking every transport that dares take the high road. He sent a patrol out but they never came back. He asks Geralt to bring him the monster's head and he will give Geralt gold. He says there is no room for haggling but he is willing to throw in a pass to cross the Pontar for Geralt's efforts. Geralt can either accept or decline the contract.

Investigating the Attacked Transport
Geralt investigates the attacked transports determining that necrophages had been there eating the dead bodies post-mortem. He notes that the transport has been looted. He sees some tracks and decides to follow them. This investigation is identical to the one in the final game.

The Scoia'tael Scout
A Scoia'tael scout sitting in a tree points his bow at Geralt demanding he speak about his intentions. Geralt says he notices scoia'tael hospitality is still lacking. The scoia'tael demands that Geralt leave this place and not come back.

Geralt can say that he wants to talk to the scout's commander and that it's important. The scout says he doesn't trust Geralt. Geralt assents that he can be a threat. But he does not want to harm anyone right now. The elf ponders this, then demands Geralt give up his weapons. Geralt can either agree or disagree with the request. If he agrees, the elf comments that actually, they would rather take the Witcher's weapons and coin. They do need it badly. Geralt comments since when Scoiatael have degraded to common bandits. The scout then leads Geralt to his commander. If he disagrees then a fight breaks out. Alternatively, Geralt says this is now getting way too much of a bother and agrees to leave.

Geralt can demand the scout put his weapon aside as he has already killed enough humans for today. This starts a fight with the scout.

Geralt can also joke that he is out for a stroll. The scout doesn't find it very amusing. Geralt will then need to decide between the other two conversation paths.

Meeting Vernossiel
Geralt greets Vernossiel and introduces himself as Geralt of Rivia. This conversation has two branches depending on if Geralt sided with Iorveth or Roche in Witcher 2. Vernossiel will be much friendlier if Geralt sided with Iorveth.

If Geralt sided with Iorveth in Witcher 2, Vernossiel comments that she heard many good things about him. She comments that it is rare to find a human who has done so much for elves. Geralt replies that he does not judge by race, only by

actions. Which brings him to the question of what the Scoia'tael are doing here. Why are they attacking civilian convoys? Vernossiel responds that they have little other choice. She describes the commandos' situation and points out that the convoys are not civilians, they are carrying supplies for the army. Geralt asks what she hopes to accomplish by attacking them. Vernossiel reveals that her actual goal is to get into Novigrad undetected. She will stop the attacks on convoys if she gets this and the Witcher can help with that.

If Geralt sided with Roche, Vernossiel comments that the Witcher is known to her. She asks him what he wants. Geralt says that the Redanians are convinced something prowls these woods. They hired him to kill it. Vernossiel responds that they have little other choice. She describes the commandos' situation and points out that the convoys are not civilians, they are carrying supplies for the army. Geralt asks what she hopes to accomplish by attacking them. Vernossiel reveals that her actual goal is to get into Novigrad undetected. She will stop the attacks on convoys if she gets this and the Witcher can help with that.

Geralt asks how she imagines crossing into the city with an entire commando undetected. Vernossiel replies that it isn't so much an issue of crossing, but of getting on land in Novigrad without being detected. If Geralt can distract or eliminate the guards on the other side of the river quietly, that would be enough.

Geralt can decide to not get involved at this point. Vernossiel will then have Geralt's weapons returned to him. If Geralt sided with Iorveth in Witcher 2 then he would receive a small reward as well.

Geralt can insult the Scoia'tael by calling them common bandits. This will start a fight where Geralt will have to kill everyone.

Lastly, Geralt can choose to help Vernossiel with her plan. He has a choice of proceeding with Vernossiel's plan or mentioning the pass to cross the Pontar which was offered to him by the guard captain.

If Geralt mentions the letter of free conduct that he was promised by the captain, Vernossiel asks how many people could pass under such a letter. Geralt concedes that she likely could only pass alone or with at most, one other Elf. Vernossiel thinks about this a moment, then agrees. If Geralt sided with Roche in Witcher 2, she says she will have a small reward for the Witcher when he brings the letter, but not before, as she still does not trust him. Geralt says his goodbyes. If Geralt sided with Iorveth, she gives Geralt a small gift as a sign of her thanks and says he should just come by again when he has the letter of conduct. Geralt thanks Vernossiel and says his goodbyes.

If he decided to go with Vernossiel's plan, Geralt says he should be able to distract the guards at the southern bridge long enough to let the unit sneak through. Vernossiel asks what he had in mind. Geralt says the guards at night usually are easy enough to distract with the right motivation. Vernossiel asks how they will know when they can safely go ashore? Geralt says he will light three torches at the docks when he is ready. If Geralt sided with Roche in Witcher 2, Vernossiel says that this is acceptable. She will wait for the signal. Vernossiel then dismisses the Witcher. Geralt says his goodbyes. If Geralt sided with Iorveth, Vernossiel thanks the Witcher and offers him a generous gift as a token of her esteem. She will wait for the promised signal at night.

Return to the the Guard Captain

Geralt greets the guard captain. Geralt tells the Guard he killed the monsters that plagued the woods. He hands over the Necrophage trophy. The guard looks relieved. He thanks the Witcher and tells him he is a man of his word. He hands Geralt the reward in gold, plus the letter of safe conduct. He advises Geralt not to lose it as it is quite valuable. Geralt can thank the guard and bid him farewell.

If Geralt killed the Scoia'tael then Geralt tells the guard that it wasn't monsters that plagued the convoys, it was Scoia'tael. Geralt hands the guard the scoia'tael insignias as proof. The guard looks taken aback. He is clearly surprised. Thanks

Geralt and adds a small additional reward. The guard speaks about annoying elves and good riddance. He commends Geralt for his actions and pays the promised reward plus the letter of safe conduct. Geralt thanks the guard and bids him farewell. Alternatively, Geralt can betray Vernossiel if the Scoia'tael are still alive by giving the location of the Scoia'tael hideout to the guard which may have possibly ended the quest immediately.

Returning the Letter of Safe Conduct to Vernossiel
This interaction plays out if Geralt decides to give Vernossiel the letter of safe conduct. Geralt greets Vernossiel. Vernossiel returns the greeting. Geralt hands over the letter of safe conduct.

If he sided with Roche in Witcher 2, he says it should give her access to the city easily. Vernossiel says she is surprised the Witcher kept his word. Says she wouldn't mind meeting him again sometime. She thanks the Witcher and offers him a small reward. Geralt can choose to leave at this point. Alternatively, Geralt can ask to know a bit more about Vernossiel herself. Vernossiel replies that that is none of the Witcher's business. Not yet in any case. Geralt thanks Vernossiel. Vernossiel adds that she would enjoy seeing him again in the future.

If he sided with Iorveth, he says it should now be no issue for her to get into Novigrad. Vernossiel thanks Geralt. She says all the stories she heard about him did prove to be true and she is very glad to have met him. Geralt replies that the pleasure was his. Vernossiel adds that she hopes she will see him again in the future. Geralt says the feeling is mutual and bids her farewell.

Dandelion's Girls
This scene plays out if Geralt decides to go with Vernossiel's plan of creating a distraction. He enters Dandelion's brothel. Geralt greets the serving girl. Geralt asks if she and two of her friends would like to make some additional coin.

If Geralt has done **sq303_brothel**, the girl replies that she would be happy to help Geralt, especially since he helped this place before. She asks what he wants. Geralt explains that he needs a distraction at the southern docks at midnight. He needs the three guards there occupied. The girl says that she really shouldn't be doing that. Dandelion keeps telling them not to go back into that kind of work. Geralt points out that Dandelion doesn't need to know. And it is not simply doing things for money. The girl agrees, maybe even eagerly. She says it is only fair that they help Geralt in return for what he did. She calls over two of the other girls. The second girl asks what is going on. Geralt explains the situation and what he needs. The other girl agrees as well. They promise to be there and distract the guards at the desired time. Geralt thanks them and bids them farewell.

If Geralt has not done **sq303_brothel**, the girl says they could really use the extra coin. Business hasn't been going well. She asks what Geralt wants. Geralt explains that he needs three guards at the southern docks distracted at midnight. He explains that he is ready to pay anyone who is willing to help in this. The girl fidgets a bit, explaining that Dandelion really doesn't want them to work like that anymore. Geralt explains that Dandelion doesn't need to know and it would help him, too, if the girls could bring in some extra money. The girl agrees. They really need the extra money right now. She calls over two of the other girls. Second girl asks what's going on. Geralt explains what he needs. He adds that he will pay all three of them. The third girl chimes in, saying this isn't what Dandelion would want them to do. The first girl reminds them that Dandelion is struggling with the business as is. She names a price. If Geralt agrees to the price, Geralt hands over the coin right away. The girl thanks Geralt and promises that the three of them will distract the guards as agreed tonight at midnight. Geralt thanks them and bids them farewell. If Geralt cannot pay, the girl says that this is as much as it will be, no less.

Lighting the Torches

Geralt will need to light the three torches to signal the Scoia'tael as soon as the guards are distracted. If he does not do it in time, Geralt comments the guards

are moving back to their posts. He'll have to get the girls again next night. If Geralt tries to light the torches while the guards are still there, a guard says that Geralt is not allowed to touch the torches. These are used only in emergencies.

Vernossiel and Geralt at the Docks

If Geralt sided with Roche in Witcher 2, Vernossiel climbs on the docks and approaches Geralt commenting that she did not expect the Witcher to actually hold true to his words. When she saw the three lights, she had assumed they would walk into a trap. Geralt says he keeps his word, regardless of whom it was given to. Vernossiel thanks Geralt and offers him a gift. She says she has reconsidered her position towards him. She hopes they can meet again soon. Geralt thanks Vernossiel and bids her farewell.

If Geralt sided with Iorveth, Vernossiel climbs on the docks and approaches Geralt, commenting that she knew he would find a way. She makes a joke referencing Witcher 2. Geralt comments that it is easy to distract lonely guards at night. It always works. Vernossiel thanks the Witcher and says she hopes they will meet again sometime. It was a pleasure and an honor to get to meet him. Geralt bids Vernossiel goodbye.

Vernossiel and Iorveth Fight

Some time later when Geralt is walking into Iorveth's hideout, he overhears Iorveth and Vernossiel having an argument. He is unaware Vernossiel is Iorveth's daughter. Vernossiel throws curses at her father. Iorveth attempts to argue a little more quietly, speaking of the Scoia'tael being over. Vernossiel says she can't believe her father has given up. He says it is not about giving up, more about reassigning priorities. She says he should feel ashamed. He is a disgrace for all Scoia'tael.

Vernossiel is yelling at her father, insulting him for having lost all his pride and courage. Iorveth tries to reason with the girl. He explains that the time of the Scoia'tael is over, that they need to focus on survival. The young elf just gets

more angry, accusing her father of betraying the ideals of the scoia'tael and betraying his own race. Iorveth again tries to reason with Vernossiel, trying to calm her down. Vernossiel notices Geralt entering and greets him briefly. She then turns to Iorveth, stating that she is clearly wasting her time here and leaves.

Iorveth greets Geralt after Vernossiel is gone. He is very surprised Geralt and Vernossiel know each other. Geralt indicates that he is even more surprised that Vernossiel is Iorveth's daughter. He asks how that came to be. Iorveth explains about how he met a woman back while he was in the army. He didn't even know he had a daughter until he met the woman again much later. Geralt comments on love-time romances. Iorveth continues, explaining that Vernossiel found him again and she had grown up to be full of the ideals of Scoia'tael. He admits that that was partly his fault. Geralt makes a sarcastic comment about the sins of the past. Iorveth continues, explaining that they grew apart when Iorveth realized that Scoia'tael ideals were doomed and he distanced himself from them. The result, Geralt could see here.

Geralt asks what the fight was about. Iorveth tiredly explains to the Witcher what Vernossiel wants to do. He talks about the girl's plan of inciting an uprising in Novigrad's non-human population. Geralt comments that that might be a bad idea in a war-time city. Iorveth agrees, not to mention the fact that it is wrong on principle. He asks Geralt if he could talk to Vernossiel. She seemed to like him. Maybe he can convince her to stop whatever she plans to do. Geralt says he will look into it and bids Iorveth farewell.

Speaking to Vernossiel

Geralt goes over to speak to Vernossiel. Geralt asks if Vernossiel really wants to incite an uprising in the city. Vernossiel explains that yes, this is her plan. She explains that she has seen and heard of how non-humans are treated in Novigrad, how they are being forced to live in crowded, poor and dirty areas while the humans dwell in luxury. Geralt agrees with this. Novigrad isn't necessarily a good place for non-humans. The Elf explains that she wants to rally the

non-humans in an outright rebellion. She says right now is a good time, because the authorities are busy with their wars. She says this is the only way they can hope to make the life of the non-humans better.

Geralt can try to ridicule Vernossiel. Geralt says that a child like her could not lead a rebellion. And even if she could, did she plan on throwing rocks at Redanian soldiers? Vernossiel angrily responds that she is going to organize weapons. Geralt says that that's great, a bunch of beggars, farmers and whores with swords against trained and armed armies. She does realize there are armies nearby, right? Vernossiel fumes and says that if the Witcher only wants to make fun of her, he can just as well leave. Geralt responds sarcastically and leaves.

Geralt can try and convince her that it's wrong. Geralt tries to convince Vernossiel that it is foolish. The timing is wrong. The war going on only means people are more desperate to have the most basic needs met. Vernossiel disagrees. Now is the time when the humans are the weakest. And everyone is at their most miserable. Now she can incite the uprising best. Geralt says that even if that were the case, the amount of soldiers in and around Novigrad would make short work of a rebellion like that. Vernossiel still disagrees and gets angry that Geralt can't share her vision. She asks him to leave now. He obviously only wants to repeat her fathers words.

Geralt can agree with Vernossiel's plans. Geralt agrees that right now seems to be a good time for such an uprising. Vernossiel is visibly relieved Geralt agrees with her. She enthusiastically lays out her plan. She has contacted some havcaaren in the city. They agreed to provide her and her group with weapons with which she can arm the non-humans in Novigrad for the rebellion. Geralt asks if she really thinks those hav'caaren can be trusted. Vernossiel says she doesn't trust them, but she will have her commando stand by and she would appreciate it if Geralt could come along. It would certainly even out any odds. Geralt asks when she wants to meet these hav'caaren. Vernossiel gives him the location and time of the meeting. She thanks him for believing in her. Geralt bids her farewell and leaves.

Debrief with Iorveth
If he was able to learn them, Geralt can tell Iorveth what he found out about Vernossiels plans. He tells him that they are planning a meeting tonight at the docks with some hav'caaren. Iorveth is concerned. He believes it to be a trap for his daughter. Geralt agrees that this is likely. Iorveth tells Geralt he would greatly appreciate it if the Witcher could come with him to the Docks at night to prevent this from happening. Geralt can agree to help in which case he should meet Iorveth at night.

Otherwise, Geralt says he could not convince Vernossiel to give up her plans, nor could he find out what she is up to exactly. He can either lie or be truthful about this. Iorveth is disappointed and says that he has a feeling his daughter will get into deep trouble soon. Geralt apologizes for not finding out anything else. Iorveth is resigned, but says he appreciates that Geralt at least tried. Geralt bids Iorveth farewell.

Helping Iorveth
If Geralt decides to help Iorveth, Geralt and Iorveth show up at the docks at night and meet the hav'caaren. The hav'caaren yells something about Iorveth not being the one they expected. Another one yells something about this being a setup. The third yells to attack! Geralt and Iorveth fight and kill the hav'caaren.

Aftermath of the Fight
Vernossiel storms in angrily, yelling at Iorveth how he could disrupt her plans. She also curses Geralt for betraying her trust. Iorveth says that with time, she will understand why he did this. It was necessary and she should be thankful to the Witcher. Vernossiel talks about how she now can't do what she intended to do. The shipment isn't here and the hav'caaren won't trust her again. She curses some more at Geralt and Iorveth. Geralt says that she would only have gotten herself killed. Vernossiel interrupts him harshly. She hates both of them and doesn't want to see them again. She storms off. Iorveth turns to Geralt, thanking

him for his help. Geralt comments that it is sad to see such a wedge between father and daughter. Iorveth agrees. But he also points out that now at least, she will have a bit longer to live in which time she may come to understand why they had to do this. Geralt bids Iorveth farewell.

Helping Vernossiel

If Geralt decides to help Vernossiel, Geralt greets Vernossiel. He asks if everything is set. Vernossiel says she is glad the Witcher showed up. She says the hav'caaren should have arrived by now. They said there would only be three of them, so she is certain Geralt and her can handle things if it gets nasty. Her commando is standing by in the background. She says she will lead the way, Geralt should follow. When they meet the hav'caaren, she will introduce him as a security measure.

Hav'caaren Meetup

Geralt advises Vernossiel to be on her guard as they approach the hav'caaren waiting for them. The leader of the hav'caaren greets them, but asks them to step no further. He comments towards Vernossiel that they did not expect a Witcher to show up. Vernossiel responds that Geralt is just here to remind people it would not be smart to mess with them. One of the hav'caaren says that that wasn't the deal. Vernossiel was to show up alone. Geralt asks if there are no surprises ahead, his presence will not even be noticed. So unless the hav'caaren have something to hide, they should proceed. The leader quickly says that there are of course no surprises. He asks Geralt and Vernossiel to follow. The weapons are not here, but kept securely in the sewers.

Geralt whispers that he does not like this. Vernossiel responds that that is after all why she brought Geralt. Geralt says she should stick close and follow him.

Ambushed

After a while, the hav'caaren announce that they have arrived. Geralt comments that this would be a pretty decent spot for an ambush. The hav'caaren shouts a

command. Two more hav'caaren arrive. They comment about Geralt's acute skills of observation. Vernossiel angrily demands to know why they would betray her. She is trying to help them. The hav'caaren disregard Vernossiel they clearly want to attack. Vernossiel shouts a command and smirks at the hav'caaren. She says she had anticipated human betrayal. Now they would have to deal with a Scoia'tael commando and a witcher. Geralt draws his sword and the fight begins.

Interrogation

After the fight, a single hav'caaren lives crawling away from Geralt and Vernossiel. The hav'caaren begs for his life. Vernossiel demands an explanation for this. No shipment, and instead an ambush, she wants to know why the hav'caaren betrayed her. The hav'caaren explains that people are scared. The non-humans of Novigrad do not have the strength or the will to rebel. They need to survive first and if Vernossiel had succeeded, they would have had an even worse lot here. Vernossiel says that this is stupid. They need to stay true to their ideals so they won't be a broken people. Any non-human must. The hav'caaren says that it is better to be a broken people for a while, than to be a dead people forever. People in Novigrad are focused on survival, not on idealism or glory. Vernossiel is about to explode in fury. She asks how people can abandon their identity so easily. Geralt steps beside Vernossiel calmly. He says she should let the man go. He then urges the hav'caaren to leave quickly. Vernossiel disbelievingly says that her father was right. She will have to think about these things. For now, her plan can't move forward and maybe it is time to rethink her ideals a little. Geralt says that that might be a good idea. Vernossiel thanks Geralt for staying with her. She asks him to come visit her at her hideout again. Then she walks away.

Epilogue

Geralt can speak to Vernossiel later at her hideout if he sided with her.

Geralt asks how Vernossiel is holding up, now that her plans have come to a halt. Vernossiel says she is a little disillusioned. She had hoped that this human war

would give the scoia'tael a chance to gain strength, but it seems that whenever humans fight wars, they drag everyone else into it as well. Geralt comments that this is the nature of war. It never stays with just those who start it.

Vernossiel agrees. She starts to smile a little, mentioning that she is truly happy to have met Geralt in all of this. Not just because he helped her with everything, but because he is a very attractive personality. She begins flirting. If Geralt reciprocates, Geralt mentions that it was his pleasure to help her. He returns the flirting. Vernossiel says she has one last reward for the Witcher then. This starts a sex scene. Alternatively, Geralt can politely decline the advances. It was good to get to know Vernossiel however and he hopes she will do well in the future. Vernossiel pities the Witchers holding back, but agrees that it was good to get to know him. She echoes his sentiment that they should meet again.

sq306_hangover(2012) - A Night with a Gnome

Author: Ferroxius

Character List:

- Geralt
- Zoltan
- Dandelion
- Sorrel
- Roche
- Barber
- Vespula
- Goat Merchant
- Boss
- Boss' thugs
- Nobleman

Having a Round, or Five

Geralt is accosted by Zoltan in a tavern who invites him to sit down and have a drink. Geralt agrees and he sits with Zoltan, Dandelion and a gnome. Zoltan introduces the gnome as Sorrel which Geralt finds to be a humorous name, the gnome is high off some mushrooms he cultivated from Skellige and Geralt and Zoltan refuse them, preferring to just drink. While drinking, the group talk about Zoltans failed marriage which Zoltan claims was only called off because his fiancée's father didn't like him, he was certain his fiancée loved him. The topic shifts to a recently built monument to a poet called Luis Karol. Dandelion claims this artist is an amateur and he only got a monument because he sucked up to the hierarch. They eventually end up drinking some vodka that Geralt notes tastes different, Sorrel claims it's because he infused it with some of his mushrooms. Geralt slowly falls unconscious while the others continue drinking.

The Next Morning

Geralt wakes up massively hungover in a room. He has a changed haircut, no swords or shoes and is wearing someone else's coat. There is also, strangely, a goat in the room. Zoltan who is also in the room comes to and the two try to recount what happened.

- Geralt reckons that Sorrel and his mushrooms caused them to trip out.
- Zoltan while checking his pockets is horrified to find his wedding ring for his fiancée to be missing, the only thing in his pockets is a laundry bill from Vespula.
- There is a prostitute in the room called Whistling Zosia who awakens not long after Geralt and Zoltan. She claims that Geralt and Zoltan came by last night with a gnome and a goat and wanted this room, but after entering the room they promptly fell asleep. She also notes that they requested she lock the door, she gives them the key to get out. She also remarks that there's a lot of livestock traders in town so Geralt and Zoltan should look there for info on the goat.

Geralt and Zoltan head back to the inn they drank at and find a patron who was there last night. He claimed that Sorrel had given the group quite a lot of mushrooms and they had headed out into the night. While away Sorrel had given more mushrooms to the various guests and they still feel the effects. He also recounts later seeing the group wandering around with a goat and had entered some prostitutes' houses.

Zoltan tells Geralt to head out and try to figure out what happened. He'll stay here with the goat to try and recover as he's severely hungover.

A Marriage Made in Hell

Geralt talks to the barber he visited last night and the man recounts how Geralt, Zoltan, Dandelion and a goat showed up and requested some lavish haircuts (including one for the goat). He said they wanted to get ready for some wedding

and that at one point Dandelion swung a pegleg at the barber rambling about some monument. The barber concluded that the group left for the market square

Arriving at the market square Geralt finds some cartoons depicting him and the rest of the group in a much younger and less scarred image. Geralt talks to the nearby cartoonist about what happened and he claims that Geralt, Dandelion, Zoltan, the goat and a beggar named Dur came to him and asked him to paint them a picture of Zoltan proposing to the goat. Dandelion then rambled with him about art for a while and then they moved on. Geralt asks where he can find Dur and the cartoonist tells him he hangs around the main square

Geralt talks to Dur and asks him where Zoltans ring is. Dur claims he doesn't know where it is and talks about how the group came to him asking him to marry Zoltan to the goat. Geralt presses him and eventually Dur gives up the ring

Geralt brings the ring back to Zoltan who is ecstatic. Geralt also confides that Zoltan married a goat while Dur ordained them. Zoltan remarks he'll never drink with gnomes again

The Origin of the Goat
Geralt talks to a goat merchant about whether he bought a goat and the man claims he did indeed. He also mentions that Sorrel was with him and that he was his "surprise child" that Geralt was going to take to "Kajer Muren". Geralt asks how they paid the merchant and he claims that Geralt paid him with his own equipment.

Geralt asks if the man would accept inventory returns to try and get his equipment back but the merchant humorously says he wouldn't, given that the goat was "married". Geralt humorously responds that Zoltan didn't consummate the marriage and the goat is still a virgin, the merchant says to bring the goat back and then he'll see if he'll give Geralt his gear back.

Geralt returns to Zoltan and says he needs to "divorce" the goat so he can give her back to the merchant to get his gear back. Zoltan agrees as the goat has been giving him grief and tells Geralt he's heading back to Dandelions for a drink. Geralt takes the goat back to the merchant and gets his gear back.

The Laundrette
Geralt goes to Vespula and gives her the receipt. She promptly gives him a coat and some other clothing and an address to give it to. On the way out, Geralt is approached by a group of thugs. One of them tells Geralt to get the laundry to the address or his gnome friend is going to get in trouble. He also tells Geralt to bring the peg leg back or the boss will be angry. Geralt can be confused by this but agrees.

Optional Objective: Find the peg leg
Geralt can find the peg leg attached to the monument to Luis Karol. While inspecting the monument he is accosted by a nobleman and his wife who claims Geralt insulted the heart of his wife and challenges Geralt to a duel. Geralt can either apologise to the nobleman or accept the challenge. The nobleman requests some nearby guards give them weapons to fight with and the guards accept, wanting some good entertainment.

A crowd soon gathers around the two and the nobleman proclaims to the crowd that he shall defeat the one who insulted his fair wife, as per the rules of a duel the nobleman has another by his side as a second. Around this time, Roche enters and asks what's going on here, before Geralt can ask the same, the nobleman motions Roche to serve as Geralt's second and Roche obliges. He whispers to Geralt that they'll talk later.

If Geralt and Roche win the fight then Geralt apologises to the lady saying that although her husband lost he is sorry for whatever insult he gave her. If Geralt and Roche lost then the nobleman demands Geralt apologise or die and Geralt

apologises. He and Roche then leave. Geralt explains to Roche what was going on and Roche thanks Geralt for rubbing the nose of the nobility, they part.

The Boss

Geralt goes to the address and meets the boss who has Sorrel nearby. The boss demands Geralt give him his pegleg and clothing back.

- If Geralt did not get the pegleg then the boss is angry and orders his men to beat up Geralt. Geralt defeats them and leaves with Sorrel.
- If Geralt got the peg leg then the boss is happy and lets Sorrel go with Geralt. Geralt can also ask what happened and the boss claims that he and Sorrel came by last night and played dice. The boss lost and had to give up his coat. They also took his peg leg during a scuffle.

Geralt and Sorrel talk about what happened last night. Sorrel recounts how after they bought the goat they went by Whistling Zosia's place to give her mushrooms. They then went to the bosses place and played dice with him, winning his coat and pegleg. The boss demanded the leg back and a fight broke out. Geralt, Zoltan and Dandelion fled, leaving Sorrel behind. Sorrel apologises to Geralt for getting the group high but says that if Geralt is ever interested in the formula he'll be at Whistling Zosia's place

Summing up

Once Geralt has exhausted all his objectives he returns to Zoltan at Dandelions place and explains what happened:

- The group bought a goat, using Geralt's gear as payment
- The group went by Whistling Zosia's to give her mushrooms
- The group went by the boss's place and won his coat and pegleg. They start a fight and fled leaving Sorrel behind
- The group went to a barber and got a haircut, including the goat
- The group finds Dur to marry Zoltan to the goat and the cartoonist to draw a picture for them
- Dandelion attached the peg leg to the monument as an insult to Karol

- Geralt and Zoltan headed back to Whistling Zosia's place with the goat to consummate the marriage (Dandelion assumedly got lost along the way)
- Geralt and Zoltan passed out in the room

While talking, Dandelion finally shows up also hungover. Geralt asks where he's been and Dandelion claims he woke up in a stable and doesn't really remember what happened last time. Geralt also explains what happens to Dandelion and they exchange some more information about the event. The quest ends.

sq312_hate_fruit

As the fruit mechanic was removed from **q111_imlerith**, there is no need for Geralt to go after the Crones after they escape the Sabbath. However, CDPR did try to adapt **q312_hate_fruit** into a sidequest so that players could still go after the Crones if they wanted to. There is no data on this quest but it was likely something similar to **q312_hate_fruit** with the Crones having moved near Novigrad.

Skellige Side Quests

sq201_becca(2012) - Soaring High

Author: Ferroxius
Character List:

- Geralt
- Becca
- Svekling
- Yolar
- Messenger
- Old woman
- Ealdorman
- Whalers
- Nordbukt villagers

Note: This quest was likely already slated to be cut by 2013 due to the changes in regards to Becca's character. It is included here only because it appears on CDPR's spreadsheets from the era as a replacement sq201 was not planned until mid-2013.

A Flying Menace
Coming by the grove the druids live in, Geralt comes across a messenger and Becca talking to the druids about a monster problem. Apparently a forktail has arrived recently and is plaguing the fishing village of Nordbukt on An Skellig. A few daredevils have tried to kill it but all failed so the messenger asks if the druids could help. The druid Yolar responds, saying that since forktails aren't endemic to Skellige they cannot help, he does remark though that killing it won't upset the ecosystem.

Geralt interjects and says he can help with the forktail and the messenger is grateful for the witcher's help. Becca also interjects and says she will also try to

help Geralt kill the monster, Yolar advises Becca against it since she could get herself killed but she shrugs it off and heads for the village.

Nordbukt
Geralt arrives at the village of Nordbukt to find the smoldering remains of a barn, outside is an old woman being comforted by another. Geralt, alongside Becca, asks what happened and the woman recounts how last night they awoke to find their barn, their life's work, ablaze. Whilst they watched the fire the forktail appeared and started snatching the burning sheep. When the old woman's husband tried driving him off the forktail grabbed him and disappeared into the night. Becca finds it odd that the forktail wasn't afraid of fire and Geralt says that it is, but it loves burnt meat, it can smell it from kilometres away. The old woman is quite dejected having lost everything but Becca gives her a necklace of hers and she is immensely grateful for Becca's generosity.

Geralt also talks to some wounded whalers nearby and they claim they drove the beast off before down by the beach, they had brought a fat whale to shore and was prepping it when the forktail attacked. The fat is still on the boat and Becca says she'll bring it back for them

Geralt finally talks to the ealdorman about a reward for killing the beast. The ealdorman claims he has no bounty yet but will reward Geralt regardless if he kills the monster

The Fool
Geralt heads off with Becca tagging along to try and track the forktail. However, a villager called Svekling appears saying he wants Geralt to take him with him on the hunt. Becca objects saying the boy would get himself killed but he retorts saying he is capable. Geralt has three options:

- Let Svekling come along. Becca isn't happy with this idea but relents

- Convince him not to come. Svekling insists that he wants to fight the creature to earn the right for the crown but Geralt can convince him that a forktail isn't a worthy creature to kill. Svekling agrees and leaves.
- Trick him into drinking. Geralt and Svekling go to the tavern to play a round of The Drinking Minigame. If Geralt wins then Svekling passes out drunk. If Geralt loses then Svekling jokes at Geralt and is locked into joining the group

Geralt, Becca (and Svekling if present) start tracking the forktail. Along the way, Becca starts recounting her time in Brugge and how she used to feel like Emhyr sending her here was exile but she slowly grew to find enjoyment in the isles.

Continuing the Hunt
The group reaches the whaling boat that was attacked by the forktail. Becca comments that the boat doesn't seem that damaged and Geralt responds that forktails are smart enough to not attack when it has no reason to, this one was probably angered when the whalers attacked it. Becca collects the whale fat and wishes Geralt luck before heading back

Geralt continues tracking the forktail and comes across a shepherd's hut containing the mutilated body of a shepherd and his sheep, Geralt comments that the forktail must have an incredible appetite to eat so much in one sitting. After investigating, Geralt (Or Svekling if present) notices another fire back at Nordbukt and sees the forktail speeding towards it. Geralt and Svekling rush back to fight the creature

The Ruse
Arriving back at the village they find the forktail dead and Becca being congratulated by the villagers for killing it. Geralt asks what's going on and Becca explains what she did. Using the supplies she gathered from the whaling boat she made a trap by stuffing whale fat with bent whalebones, started a fire and threw

the meat onto it. When the forktail appeared it ate the fat, but as the fat dissolved the whalebones stretched tearing at the forktails innards and killing it

Geralt asks why Becca would risk doing this and Becca explains that she needed to perform some heroic act to be viable for the crown. She says that Geralt can still have the reward for the beast but not the honour. Geralt can either forgive Becca for the trick or reprimand her

- Her reasoning may depend on the fate of Udalryk during **Possession** and whether she proved herself for the crown

Around this time Svekling appears and depending on how Geralt dealt with him will affect his response:

- If Geralt chose to let him come along he is furious with Becca's ruse and threatens to expose it to the Jarls. Becca and the villagers though claim nobody would believe him and that Becca has earned her victory. Svekling angrily storms off
- If Geralt chose to convince Svekling then he sees that the forktail was indeed a beast unworthy of his blade and leaves
- If Geralt tricked Svekling into drinking himself out cold then Svekling angrily claims Geralt cheated him and demands a duel. If Geralt loses then Svekling claims defeating the witcher as his "victory". If Geralt defeats Svekling then he tells him to get lost. If Geralt kills Svekling then Becca is upset with Geralt.

Geralt collects the reward and leaves, ending the quest

sq202_nereids(2012) - The Alluring Sea

Author: Ferroxius
Character List:

- Geralt
- Brynjolf
- Holger
- Nereid
- Mermaids

Note: This quest was likely already slated to be cut by 2013 due to the changes in q201. It is included here only because it appears on CDPR's spreadsheets from the era as a replacement sq202 was not planned until mid-2013.

Creatures of the Deep
Geralt talks to Jarl Holger on Faroe about a witcher contract he posted. Holger explains that some mermaids have appeared at the shore and at first they were only a nuisance, breaking nets and stealing fish. As of late though they've also started pulling people from their boats.

Geralt meets with a sailor called Brynjolf who explains he'll assist the witcher by blowing a horn which will draw the creatures in, he also notes that he wants to get some payback as a mermaid bit his arm off a while back. Geralt suggests he stay behind but Brynjolf insists that while he may be a cripple, he's not a coward. They head to the beach and Brynjolf blows his horn

An Enchanting Creature
Not long afterwards a highly attractive naked woman emerges from the sea, Brynjolf whispers to Geralt that it isn't a mermaid but a nereid since mermaids have tails. The nereid approaches Geralt and Brynjolf and asks them their business in elder speech. Geralt declares that he was hired to investigate the mermaids devouring people. The nereid denies this, claiming that they don't eat

humans, she claims the people were killed by a cinerea, a large crustacean. Geralt is skeptical since cinerea aren't native to Skellige and Brynjolf claims the creature that bit his arm off had the face of a women. The nereid tells Geralt to check a nearby shipwreck to find it if he doesn't believe her. The witcher says he will and the nereid disappears back into the ocean

Geralt and Brynjolf talk about what to do, Brynjolf is clearly enchanted by the nereids beauty and even thinks he might have misremembered his incident with the creature. Geralt tries to get Brynjolf to snap out of it but its little use

- Brynjolf also humorously asks, still enchanted, if he could capture the nereid and keep her in his house. Geralt remarks that she would die within days on land and Brynjolf suggests he'll keep her in a barrel. Geralt gives up knowing it's no use

Concept art for the nereid

The Shipwreck
Geralt and Brynjolf come across the shipwreck at the beach and Brynjolf claims that the nereid didn't lie after all, Geralt ignores him and notes that pieces of ship are scattered all around, he tells Brynjolf to wait here while he looks for the cinerea. Brynjolf halts Geralt though and claims that he could probably lure the creature out by singing. Apparently it was attracted to the sound of sea shanties. Geralt can agree and Brynjolf sings a shanty about Rag Nar Rog but nothing happens. Geralt regardless heads off without Brynjolf

Examining the wreck, Geralt finds a Nilfgaardian flag and wonders if they brought the cinerea here. He also notes that there is a lack of human remains. Geralt confronts Brynjolf on this who still thinks it was the cinerea. Geralt orders Brynjolf to summon the nereid again for another chat.

Geralt talks to the nereid and claims he found no signs of the cinerea and he is suspicious of them (especially if Brynjolf sings but nothing happened). The nereid stands by her claim and says that the cinerea has probably gone to feed elsewhere (she also retorts the singing by claiming that while cinereas might be deaf, they can still detect vibrations). She gives Geralt some bait for the creature, claiming they all want to be rid of the creature

- Geralt can at this point refuse and accuse the nereid of killing the islanders. This prompts the nereid, nearby mermaids and Brynjolf to attack Geralt and he kills them.

Geralt takes the bait and uses it to lure the cinerea to the shipwreck, he hides nearby. Once it arrives Geralt comments that it seems big enough to maim but not to kill. Geralt can decide here whether or not to kill the creature. If Geralt does kill the creature then while he collects a trophy he finds a ring that belonged to someone from Faroe, Geralt suspects that the cinerea was indeed the cause of the deaths and the nereid was telling the truth.

Concept art for the mermaid

Note: Nereids and Mermaids are known as Sirens and Ekhidna in the final game

The Guilty

Geralt returns to the nereid and Brynjolf and the conversation can vary depending on choice:

- If Geralt chose not to kill the cinerea then he has the option of either accusing the nereid of the killings prompting them to attack, or he can let them go and tell Holger he couldn't solve the problem
- If Geralt chose to kill the cinerea he has the option still to accuse the nereid of the killings prompting them to attack, or he can let them go claiming he found the culprit

If Geralt chose to kill the nereids and they didn’t kill Brynjolf then Brynjolf realises he was tricked. Geralt assures him it's alright and that he should recuperate back at the village.

If Geralt chose to spare the nereids then they thank Geralt. Brynjolf also thanks Geralt and heads back to the village. Before leaving, the nereid makes some sexual suggestions towards Geralt which he can refuse or not.

- If Geralt responds negatively to the advances then the nereid scoffs at Geralt and leaves
- If Geralt responds positively to the advances then the nereid tells Geralt that men who have been with her before did not possess the stamina and drowned. Geralt can remark that he could prepare with some Tawny Owl or Maribor Forest. The player must prepare by drinking one of the aforementioned potions, or Geralt will drown. Geralt enters the ocean and a subsequent sex scene occurs between Geralt and the nereids

Conclusion

Geralt returns to Holger. If Geralt got a trophy from either the nereid or the cinerea and Brynjolf is present then Holger is happy and gives Geralt his reward. If Geralt says he lost the trail or Brynjolf is dead then he gets nothing. He leaves and the quest ends

sq203_elven_history(2012) - Tales of Conquest

Author: Ferroxius
Character List:

- Geralt
- Otto
- Crach
- Audun
- Guards

The Researcher
Geralt is approached at Kaer Trolde by a man called Otto Baccali who is a historian looking into elven history on Skellige, he specifically is interested in the ancient city of Enidwen and the tower on Ard Hugtand. Geralt can agree to help and heads off, beforehand he can also ask Otto on the following

- He can ask about Enidwen. Otto explains that it was once an ancient elven city before the humans arrived and thinks that there may be great finds in its dungeons
- He can ask about the tower on Ard Hugtand. Otto says that there's a lot of legends around that tower he has yet to confirm, he is certain though the building emanates magic. He gives Geralt a device for measuring magic at the tower
- He can ask about the elf invasion. Otto recounts how 1500 years ago, the elves invaded Skellige which was previously inhabited by dwarves and gnomes and drove them into the mountains. Then around 500 years ago humans arrived and conquered the Northern Realms. Then about 200 years ago Aelirenn led most of the young and fertile elves to their deaths in an attack and the elves have been trying to recuperate ever since

Task 1: The Laboratory
Little information is available but it is assumed that Geralt, following Otto's directions, investigates Enidwen's dungeons and comes across the laboratory of an elven battlemage and his books

Task 2: The Tower
Little information is available but it is assumed that using Otto's device, Geralt walks around the tower recording data. During this though, several monsters appear and Geralt has to kill them.

The Manuscript
Geralt reports his findings to Otto who is happy about what Geralt found and tells Geralt there is one more thing he needs. In Kaer Trolde there are some ancient elven manuscripts he wants to read for more info but Crach doesn't like him since he's Nilfgaardian.

Geralt talks to Crach about taking the manuscripts but Crach refuses, saying he doesn't trust Otto. He suggests Geralt talk to his scribe Audun about a possible solution. Geralt talks to Audun who tells Geralt he can make a copy of the manuscripts if Geralt pays him

- Geralt can either pay him and Audun tells him to come back in two days
- Geralt can try and see if Audun would do it for free. Audun claims there's a book he's always wanted to read but could not get it in Skellige. Geralt goes to get the book (which is in Novigrad) and brings it to Audun who tells him to come back in two days

Once two days pass, Geralt takes the manuscript copy and finds Otto being accosted by two guards. They are suspicious of Otto who has been taking notes of the boats and buildings and think he's a spy that needs killing. Otto tries to explain that he was only taking note of Kaer Trolde since it was built on elven ruins and the boats because he was fascinated with their design. Geralt can side with Otto and kill the guards or he can let them kill Otto

If Geralt helped Otto then he says that he needs to leave soon after this. Geralt gives him the manuscript copy and he is very happy. Geralt can ask if Otto really is a spy but Otto refuses to say so. He thanks the witcher for his help and leaves. The quest ends.

sq204_forest_spirit(2012) - In the Heart of the Woods

Author: Ferroxius
Character List:

- Geralt
- Sven
- Harald
- Hilde
- Villagers
- Elders

Note: Despite being for the most part identical to its 2012 version this quest was featured in early screenshots of the game and was even demoed live behind closed doors at Gamescom 2013.

A Mysterious Creature
Geralt arrives at Fayrlund to find a group of peasants gathered around the bloodied remains of a corpse. Geralt sees an exchange between a villager Sven and an elder Harald. Harald claims that the village has strayed from their old ways and the Woodland Spirit seeks revenge; it has killed the victim to show it. Sven is unconvinced and thinks it's a common monster.

Geralt enters the conversation and inquires about the Woodland Spirit and Harald claims that according to tradition the "Spirit of the Forest" blesses those who survive in the forest using only primitive tools. Recently, however, the warriors went to war, and the young inhabitants, instead of honouring the tradition, started laying traps in the forest which Harald has claimed angers the spirit. Sven however thinks the tradition is a load of crap and claims this Woodland Spirit is a common monster and he'll gladly pay Geralt to kill it. Harald interjects that Geralt need not kill it and to appease the spirit, the traps must

simply be destroyed. Once Geralt learns anything he should speak to Harald. Geralt heads into the woods to figure out what this Woodland Spirit really is.

The forest of the Woodland Spirit - Gamescom 2013

Investigating the Creature

Walking through the forest, Geralt finds the remains of four hunters and deduces they were killed by an ancient leshy, killing it won't be enough though since it will have likely marked a villager which makes it immortal. He also destroys the traps if he comes across them. Geralt talks to Harald about the leshy and asks if he knows how dangerous this creature is. Harald claims he didn't know. Sven interjects and claims the elders have fooled the village for long enough and that tradition must change. Harald insists that Geralt not act rashly and should appease the spirit. Geralt can side with either or say he'll think about it. Regardless, both sides will explain their plans.

- Harald claims that to appease the spirit Geralt must collect the hearts of wolves in the forest and offer them to a bowel at a shrine. He will light the bowl on fire and the Spirit will respond if it is satisfied.
- Sven says to speak with him in private if he wants to kill the monster.

Path 1: Side with Harald
Geralt heads into the forest and kills five wolves patrolling around and harvests their hearts. He goes to the shrine and places the wolf hearts in the bowl, Geralt ignites the bowl and a noise is heard indicating that the Leshy has accepted the offer.

Returning to the village, Geralt tells Harald that the job is done and Harald is pleased. Sven appears suddenly with some of the villagers and says that enough is enough, they will kill the elders to end this tradition. Geralt can either defend the elders and kill Sven or let them be slain. Geralt leaves and the quest ends.

Path 2: Side with Sven
Geralt uses his witcher senses to figure out which one of the villagers the Leshy has marked, he figures out it's a girl called Hilde. He realises that she and Sven are close.

Geralt tells Sven that the Leshy has marked a villager and if the marked does not leave the village then the Leshy is immortal. Sven asks who it is and Geralt says it's Hilde. Sven reluctantly agrees to exile her to get rid of the Leshy. It is evident he is deeply upset by this.

Geralt heads into the forest and finds the Leshy's totem. On destroying it, the leshy appears and Geralt fights it, killing it. Geralt returns to the village and tosses the Leshy head at Sven's feet. Sven thanks Geralt for his help and gives him a pouch of crowns. Geralt notices the elders are absent and asks where they are. Sven replies that while Geralt was away he decided to rid the village of the Leshy's accomplices; they are all dead. Geralt can be judgemental or not and leaves the village ending the quest.

Geralt encountering a Leshy - E3 2013

Geralt fighting a Leshy - Gamescom 2013

Aftermath

Geralt at some point comments on the fate of the village (Possibly during Act 2 or Act 3).

- If Geralt appeased the woodland spirit then he will remark that the Leshy only grew more hungry and ultimately caused the village to perish and be reclaimed by the forest (This happens regardless of if Geralt lets Sven kill the elders or not).
- If Geralt killed the woodland spirit then he will remark that tensions flared amidst the village and its neighbours, culminating in a raid that decimated the villagers. They only lasted 3 months longer than the spirit.

Geralt in combat with the villager if he chooses to defend the elders - Gamescom 2013

Aftermath - Gamescom 2013

sq205_graves(2012) - Deep Graves

Author: Ferroxius
Character List:

- Geralt
- Thorsten
- Dagr
- Krzesimir
- Dziadumił
- Fyresdal locals
- Temerian refugees

Grave Robbers
Geralt arrives by the village of Fyresdal to see some discussions occurring between the locals and some refugees from Temeria regarding how the dead are treated. The Skellige locals remark that they don't understand why the Temerians would bother burying their dead when they themselves just burn their dead.

Geralt speaks with Dagr, the village elder, who directs Geralt to speak with Krzesimir about a problem they have been having with corpse-eaters. Geralt speaks with Krzesimir who describes the problem to him. Temerian tradition requires that the dead are buried in the ground. When the refugees came to Skellige they retained this tradition and they've been burying their dead in a forest, near the settlement. The problem is that the terrain is very mountainous and the ground is rocky. The refugees were forced to dig rather shallow graves and as such, corpse-eaters sniffed out a human carcass and dug up the fresh graves.

The Temerians decided to try protecting the graves by putting up guards all night long. Unfortunately, one night the monsters managed to injure Dziadumił, one of the guards. The corpse-eaters venom caused him to have a high fever and

delirium. Dziadumił can be found lying in bed, barely alive. He sleeps most of the time. Sometimes he wakes up screaming and delirious.

Geralt has two objectives. The first is to find and kill the corpse-eaters. The second is to cure the infected Temerian guard which cannot be done until Geralt has killed and examined the corpse-eaters.

- Geralt also has the option here to refuse the quest from Krzesimir who informs Geralt that the corpse-eaters won't be going anywhere and he can come back later. This allows the player to leave if they wish and not fail the quest.

The Corpse-eaters

Arriving at the cemetery, Geralt speaks with the guard on duty called Thorsten who explains that he's only here as punishment from his father, who is the village elder Dagr, for some minor offenses. Geralt asks how Dziadumił got injured and Thorsten explains that when they were on guard that night, there was a lone corpse eater that Dziadumił stupidly provoked into attacking him.

Geralt and Thorsten go into the forest where they find a group of alghouls that they dispatch. After doing so, Thorsten asks Geralt if he thinks that's the end of them and Geralt says that they cannot be certain until they find and destroy the alghoul's nest. They can usually be found underground in caves to hide from daylight. Geralt says he'll track the nest but Thorsten says it's unnecessary. In this part of the island there is only one place that matches Geralt's descriptions. It's an abandoned mine that was mined by dwarves decades ago. The dwarves moved out when the deposit was exhausted. Shortly thereafter, bandits came to the mine and began harassing the surrounding settlements. The harassed people gathered, attacked the mine and wiped out the bandits. The entrance to the mine was locked, and the key was kept by Dagr.

Thorsten marks the location of the mine on the player's map and says he'll be there with the key. Geralt can tell Thorsten that he'll go into the mines on his

own but Thorsten will strongly insist that they not be excluded from the expedition. He wants to achieve a glorious deed so that he would have something to talk about in winter. Thorsten adds as well that he is not afraid of corpse-eaters, since the witcher can make an antidote to their venom.

- There is no way to get rid of Thorsten.

The Injured Guard

At any point after collecting ingredients from the corpse eaters, Geralt can create and administer the antidote to Dziadumił who recovers not long after. Geralt asks what happened the night he was attacked and Dziadumił explains that he was teasing and provoking the corpse eaters when suddenly his torch went out and the corpse eaters attacked him, he managed to shake them off but he'd already been poisoned by then. Something is off.

The Mine

Geralt meets with Thorsten outside the mine which he unlocks. They enter and begin exploring, occasionally coming across a corpse eater which they slay. Geralt questions how the corpse eaters are getting out if the entrance to the mine they entered was the only one. Thorsten says he doesn't know either and says they just have to keep looking.

Geralt and Thorsten come across a narrow tunnel that leads out of the mine, nearby is a large pile of animal corpses being fed on by corpse-eaters which the duo dispatch. Thorsten asks Geralt if this could be the way they are getting out and Geralt says it's possible, they still haven't found the nest yet though so they keep going.

The Depths

Geralt and Thorsten enter a door into a part of the mine that is obscured in darkness. Thorsten requests he stays behind while Geralt goes on ahead to find a way to illuminate the room. After walking a short distance however, Thorsten abruptly shuts the door and locks it, begging Geralt to forgive him. This section is

lacking scenes but it can be assumed that in this room is the corpse-eaters nest which Geralt destroys alongside any corpse-eaters left.

Confronting Thorsten

Geralt returns to Fyresdal to find an argument occuring between the locals, including Thorsten. Thorsten and some others believe that accepting the Temerian refugees was a mistake while Dagr and the others disagree. Before Geralt arrives he can overhear Thorsten arguing that because of the Temerian's customs, they attracted monsters that not even a witcher could deal with, claiming that Geralt died in the mine.

- It is also likely that Thorsten put out Dziadumił's torch which got him attacked to further Thorsten's argument.

Geralt at this point appears and reveals Thorsten's ruse, threatening revenge. Dagr however, asks Geralt to forgive Thorsten since his actions did not result in anyone's deaths, he assures Geralt that Thorsten will be punished accordingly though, just not killed.

Geralt can choose to forgive Thorsten, which the villagers are happier with over him being killed. They demand instead however that Thorsten be exiled for his actions which Dagr complies with. Alternatively, Geralt can choose revenge and fights Thorsten, killing him. The villagers are less happy with this outcome.

Rewards

Geralt returns to Krzesimir who gives us a reward once we've dealt with the corpse eaters and the poisoned soldier. Geralt leaves and the quest ends

sq206_white_cold(2012) - A Pilgrim's Shadow

Author: Ferroxius

Character List:

- Geralt
- Lotta
- Donar
- Sverre
- Ghost
- Rune
- Jouveen
- Priestesses

A Troublesome Bear

Geralt receives a notice to meet with Jarl Donar over a matter and meets with him. Donar explains that a pilgrim was recently killed by a bear in the nearby grove and he wants Geralt to investigate and kill the bear. Geralt complies and heads out to the grove.

Geralt comes across a high priestess of Freya, and Lotta, who is an adept, arguing over the pilgrim’s death. Geralt enters the scene and asks what's going on, Lotta explains that Lasse, the pilgrim, was killed by the sacred bear that patrols the grove protecting it, normally the bear doesn't attack priestesses and pilgrims but if it's changed its behaviour, who knows what it could do next.

Lotta asks Geralt to kill the bear but the high priestess is appalled by this and demands Geralt not commit such blasphemy, she believes Lasse was killed for insulting the goddess. Geralt can either say he'll look into it or he can refuse. If Geralt accepts then Lotta leaves for the obelisk where Lasse was killed, Rune leaves the scene. If Geralt refuses then he can always come back later.

The Obelisk

Geralt goes to the obelisk where Lasse was killed and meets with Lotta who is grateful for Geralt choosing to help her. Geralt investigates the following things around the obelisk:

- The blood on the obelisk - Lotta confirms that this must be Lasse's.
- The bowl in front of the obelisk with an offering in it - Geralt asks why Lasse would make an offering and Lotta explains that Lasse had sailed here on a pilgrimage with a friend of his called Sverre. When Lasse returned he was alone and said that Sverre had drowned. Lotta suggests that Sverre was in love with her and was perhaps murdered by a jealous Lasse. That would explain the offering. Lotta also tells Geralt that she did not love Lasse, but after his death she entered the service of the goddess.
- The text on the obelisk - Lasse explains that it is one of Ithinne’s prophecies about the coming of Ragh Nar Roog.

Geralt surmises that they need to retrace the steps of the pilgrims to figure out what happened and asks Lotta to explain the major locations:

- Freya's Temple - Pilgrims set off from there after making a sacrifice. She notes that Sverre and Lasse were seen there before leaving.
- Hemdall Rock - Pilgrims sleep a night here in a stone circle. If they wish they can also drink Sleipnir, a decoction of Bolmort, and meditate to have visions of Ragh Nar Roog. Geralt can inquire about where this Bolmort comes from and Lotta tells Geralt that the priestesses sell it as well as the decoction recipe.
- Kambi Rock - Pilgrims make offerings to the Kambi rooster here. The hermit Jouveen also lives here so the pilgrims listen to his teachings.
- Samotnia - This location has a bad reputation and ferocious weather. Many who brave a night there die but those who survive are considered brave warriors.

Geralt says he'll investigate all those locations except for the temple since Sverre and Lasse were already seen there. Lotta says she'll head back to Larvik and again asks what Geralt will decide to do with the bear:

- Geralt can say he'll spare the bear
- Geralt can say he'll investigate the leads and then decide
- Geralt can say he'll kill the bear

Hemdall Rock
Prior to arriving here, Geralt can go back to the temple to acquire some Bolmort and make the decoction. If he drinks the decoction here Geralt will have a vision of being in a snowstorm. A disembodied voice tells him that Tedd Deireadh is inevitable and that he should stop searching for Ciri, at that moment a figure of Ciri appears briefly. Geralt calls out but is swept away, he awakens.

Geralt speaks with the hermit Jouveen about Sverre and Lasse and the hermit confirms they were both here. He taught them what he knew and they were inquisitive. He eventually told them about the magical nature of the monolith which was the last stop on the journey. At night, spectres of the damned converge awaiting the coming of Ragh Nar Roog, when it happens they will arise and take over the world. The hermit taught them a summoning ritual that allowed them to challenge these ghosts in battle. Geralt gets the hermit to give up the words to this ritual but the hermit warns Geralt to be strong in his voice as these spirits are those of evil men.

Geralt at night approaches the monolith and recounts the ritual. Not long after, numerous ghosts appear. Geralt demands that the ghosts tell him about the fate of Sverre and Lasse, but a ghost mocks him, saying they will only tell him if he is defeated in battle. Geralt fights and defeats the ghost, demanding he give up the information. The ghost reveals that Sverre and Lasse challenged the ghosts and fought well but at a moment when Sverre was about to be killed, Lasse did not assist. Sverre died and Lasse defeated the ghost, claiming the glory that came with it. Geralt inquires about the offering at the monolith and the ghost suggests that Lasse had a pang of consciousness and decided to make an offering to appease the goddess, she did not however accept this and sent the bear to kill Lasse.

- The ghost speaks in a way that makes his testimony sound potentially untruthful.

Geralt can either return to Lotta now or he can continue to investigate the island for clues.

Optional: Return to Lotta
Geralt returns to Lotta and says that it appears it was indeed just a one time killing and Lasse was killed for insulting the goddess. Before more can be said however, a priestess appears and claims that the bear has just killed another priestess, the one who managed it and prevented evil spirits from affecting the creature. Geralt thinks the ghosts lied to him and must decide if he wants to keep investigating or go and kill the bear right away.

The Untruthful Ghost
If Geralt chose to keep investigating then he looks around a bit more after talking with the ghost and encounters another who is being heckled for cowardice. Geralt tries talking to the ghost but the ghost from before appears and tells him not to speak with the mocked ghost, who he silences. Geralt can either agree or disagree, if he chooses the latter then the ghost attacks him.

After killing the earlier ghost, the coward ghost appears and introduces himself as the ghost of Sverre. Geralt inquires into what's going on and Sverre claims that the bear has been possessed by an evil spirit, Geralt notes that Lasse tried to make an offering for Sverre but was killed by the bear. Geralt has to decide whether to kill the bear or to exorcise the evil spirit. Before leaving, Sverre asks if Geralt would make an offering for him in the grove so that his spirit can be freed. Geralt can either agree or refuse

- Geralt through gameplay can make an offering at the obelisk. If he does so the player can hear Sverre's voice thanking us before disappearing

Ending 1: Exorcise the bear
Geralt returns to Lotta and asks her how to exorcise the spirit possessing the bear. Lotta explains that they will both need to go to the cave where the bear lives. Geralt will need to keep it busy while she prays to the goddess. She heads out to the cave

Geralt meets Lotta at the cave entrance where she reminds Geralt not to harm or kill the creature, just keep it occupied until she is finished. Geralt enters the cave and engages with the bear. Eventually after some time has passed the lying ghost from earlier appears and the bear goes to sleep. The spirit says it will deal with Geralt directly and fights him. After killing the spirit for good Geralt speaks with Lotta who is thankful for Geralt's help and gives him the promised reward. Geralt leaves and the quest ends

- If Geralt kills the bear during the fight then it defaults to Ending 2 although Lottas dialogue will account for the change.

Ending 2: Kill the bear
Geralt returns to Lotta and says he plans to kill the bear. Lotta understands and says the bear lives in a nearby cave. She heads out to the cave

Geralt meets with Lotta outside the cave and he heads in to find the bear. Geralt fights and kills the creature and exits the cave. Lotta expresses sadness that the creature had to be killed but is grateful for his help, giving him the reward. Geralt leaves and the quest ends.

sq207_portal

This was likely an attempt by CDPR to adapt **q209_ravens** from the previous version of the story into a side quest in order to give Geralt access to the Menhir portal mechanic. It likely wouldn't have included the story content concerning Nithral and the ravens and would have just been a straightforward quest that gave the player access to the new mechanic. This attempt didn't get past a subset of **q209_ravens** scenes getting copied over unaltered before it was abandoned.

sq208_yen

This was the first iteration of Yennefer's personal and romance quest and was first introduced in the 2013 version of the story. Previously, Geralt could only romance Yennefer during the events of **q208_heroesmead**. Unlike other 2013 quests that we could not fully document, it is very likely that this quest was developed to a significant extent by CDPR and we are just missing all of the data for it. The hook for this quest is still present in **q208_heroesmead.** Additionally, the events and outcome for this quest are referenced in **q210_precanaris.** In the final game, the *factDB* fact for a Yennefer romance is "sq202_yen_girlfriend". However, we know this fact was previously "sq208_yen_romance" as there are numerous references to the older fact name in the game logic as CDPR forgot to update all instances to the new fact name(an unfortunate cause of a lot of bugs in the game). Such widespread use "sq208_yen_romance" indicates that the quest was in a relatively advanced stage of development before being changed. Based on the little data we have, we know that the events of this quest would have involved Geralt and Yennefer visiting Hern during Act 2. Yen would have asked Hern and Geralt to help her obtain a cure for her infertility. During this quest Geralt would have had the opportunity to lock in his romance with Yennefer. Additionally, there is a document in the final game referencing Yen's desire to cure her infertility.

Kaer Morhen Side Quests

sq401_eskel - Consequences

Author: Ferroxius
Character List:

- Geralt
- Eskel
- Vesemir

Note: This quest can be started after completing q401_konsylium.

A History Lesson
Geralt talks to Vesemir and asks if he could talk about the last massacre that happened at Kaer Morhen. Vesemir recounts how not long after Geralt, Eskel and Lambert had set off on the trail, a mob of peasants supported by mages attacked the school. He knew that the mages were here for their mutagens and recounted how the mages had even hired a group of Kovir mercenaries as backup

The witchers unfortunately didn't survive the battle. Vesemir managed to take the mutagens and hide amongst the bodies allowing him to survive. He also recounted how one of the Koviri mercenaries was looking for a witcher with a scar on his face as he wanted to settle some business. Geralt asks if this witcher could have been Eskel but Vesemir doesn't think so since Eskel doesn't usually provoke people

Vesemir requests that Geralt sees what's going on with Eskel as he's noticed his moods been down since coming back to the fortress. Geralt remarks that Eskel is a grown up now and he'll talk when he wants to, Vesemir still insists though that Geralt speak with him, maybe even take him out hunting to cheer him up. Geralt talks to Eskel who says he's going out to clear up some drowner nests and

wonders if Geralt will join him. Geralt can agree and they head out, or he refuses and can come back to do the quest later

The Big Reveal
Geralt and Eskel head down to the lake and deal with drowner nests one at a time. After taking care of three nests they go to what looks like a gravesite. Geralt asks where the monsters are and Eskel says they're not here, not quite, he says he needs to talk to Geralt about something. Geralt can ask why not back at Kaer Morhen and Eskel says he couldn't do it in the shadow of the settlement

Eskel asks if Geralt remembered the massacre at Kaer Morhen some seventy years ago and Geralt remembers, mentioning that Vesemir and a few others are the only to survive. Eskel confesses that he is responsible for the massacre in Siedliszcze. Geralt asks Eskel to explain himself and he does

One night Eskel was patrolling the exterior of the keep and happened upon a local. Tensions between the witcher school and the locals were already tense enough so the orders were to escort any locals out of the valley. While escorting the local out, they came into contact with a larger group of people who were friends of the local. They got into a discussion which quickly became an argument as Eskel warned the locals to stay away from the keep while the locals accused witchers of stealing children. Eventually, someone pulled a knife and Eskel reacted, swiftly cutting the group down save for one who fled. Eskel buried the corpses in a shallow grave and left. When he, Geralt and Lambert left for the trail and heard about the attack he put two and two together but didn't say anything until now

- Geralt can note that Eskel isn't normally so short-tempered. Eskel responds that he was a different person seventy years ago
- Geralt can ask how Eskel knows the two events are connected and that it could be coincidence. Eskel retorts that Geralt should be the last person to believe in coincidence, he's thought it through and they seem strongly connected

Finding Evidence
Eskel asks Geralt to help with digging up the graves to see if they can find evidence to link the two. They search around for the graves and eventually find them, digging them up and recovering a tin can containing a letter. The letter reveals that one of the corpses was a messenger that was to deliver this letter warning the witchers of an incoming attack. Eskel says that he'll speak to Vesemir about this but Geralt tells Eskel not to rush and that he'll accompany him when he talks to Vesemir but wants to look around first, finalise any evidence. Eskel agrees and says he'll be waiting back at the keep

Geralt in gameplay can find a sword that he notes as originating from Kovir, as well as a brooch that he cannot identify and a note containing orders

Investigation
Getting back to the keep, before speaking to Eskel, Geralt can talk to Vesemir about the brooch. Vesemir claims that it was probably used by a lord who ruled nearby lands and directs Geralt to a book on Kaedweni heraldry in the library. Reading the book, Geralt has to match the brooch with the images in the book. If Geralt is successful then he finds out that the brooch belonged to the Spohr family who ruled the nearby lands at the time of the massacre.

Geralt goes back to Vesemir and informs him of the Spohr family. Vesemir confirms this info and remembers that many years ago, Lord Spohr's bastard son was accepted into the witcher apprenticeship. Received reluctantly because it did not bode well. Vesemir, however, does not remember what happened to the boy. He suggests to Geralt that there should be a book in the library with a list of accepted boys and information about what happened to them.

Geralt returns to the library and reads the list, discovering that the boy underwent the trial of the grasses but did not survive. It is one of the last entries before the massacre. Returning to Vesemir, Geralt relays this info and Vesemir

recounts that this seems to line up, the Lord Spohr wanted to get rid of the boy from his affair with his maid, he probably didn't expect the boy to survive the trial.

Ending 1: Confession
If Geralt didn't find any evidence or chose not to reveal it, Eskel confesses to Vesemir that he was the reason the massacre happened. Vesemir is grateful to Eskel for doing so and thanks Geralt for helping Eskel reveal the truth.

Ending 2: The Truth
Returning to the keep, Geralt speaks with Eskel who asks if Geralt found anything else as he's desperate to talk to Vesemir. If Geralt found the evidence he says he found something that might be useful.

- If Geralt found the sword he tells Eskel that he found a sword that came from Kovir, Eskel finds that odd and contemplates if his story was muddled. Geralt asks him to recount the events again and Eskel recounts how he escorted the local east and the party came from the right. Geralt notes that it means they came from the south, meaning they must have been hiding from the patrols. Eskel remembers a cave in the south part of the valley that would make a perfect hiding spot
- If Geralt found the orders then he reveals that the scouts Eskel killed were actually investigating the weak points in Kaer Morhen’s defences and also trying to figure out where the mutagens were kept. Eskel asks what that means and Geralt says it means that Eskel was not responsible for the attack, in fact if he hadn't killed the scouts they could have completely plundered the castle and killed Vesemir
- If Geralt traced the source of the brooch then he can mention this to Eskel

It is unclear how many pieces of evidence Geralt needs to show Eskel to convince him but it eventually culminates in Eskel believing that he didn't cause the massacre. Geralt and Eskel speak to Vesemir and tell him about what really

happened. Vesemir is thankful for having the seventy year mystery finally be solved and also thanks Geralt for helping Eskel discover the truth.

Velen-Novigrad Minor Quests

Author: Ferroxius

Note: At this stage in development Velen- No Man's Land and Novigrad were considered to be a part of the same region(quest number 1xxx) for open world content development.

mq1001_wolves_and_dogs - Man's Best Friend

Geralt comes across a dog in the woods being attacked. After rescuing it, Geralt asks the dog where his master is. The dog walks off and Geralt comments that the dog must want him to follow.

Geralt follows the dog to a hut. Entering, Geralt finds a peasant inspecting the corpses of a peasant couple. The peasant asks what Geralt is doing here. Geralt says the dog led him here. The peasant remarks that it belonged to the peasant couple and it doesn't understand they're dead. He offers to buy the dog off Geralt for company. Geralt can agree or not

Geralt can also inquire about how the couple died. The peasant remarks that the Baron's men came by recently searching for valuables. The couple denied having any and were slaughtered. Geralt asks why the peasant didn't help and the peasant says it would be pointless, he'd be killed just as quickly. The peasant finishes his story by saying he's here to bury them, someone needs to do it.

Geralt through gameplay can find a loose plank in the floorboards. Pulling it up, he finds some coin.

mq1002_seller_of_bracelets - Dubious Wares

Geralt enters a shop in Novigrad and speaks with the sellar. He tells Geralt he sells all sorts of trinkets but one in particular he acquired recently comes from the wizard Aeramas. He offers to sell Geralt some magic bracelets that belonged to the wizard, claiming they bring good luck. Geralt can accept or refuse (He comments that they are quite expensive). If Geralt purchases the bracelet then

the merchant tells Geralt to rub them at the wizard's old tower and it'll bring him luck.

Geralt goes to the tower and rubs the bracelet. Unlike what the merchant suggested, Geralt doesn't receive good luck. Instead he is attacked by monsters and dispatches them. Returning to the merchant, Geralt angrily asks for his money back. The merchant complies, apologising for the mess. He tells Geralt he's been pretty desperate to make coin after his finances fell through. Geralt leaves.

mq1003_trail_of_dead - Hazardous Goods

Geralt comes across a peasant calling out for help. He is lying under a bunch of plague victim corpses that fell out of his cart. Nearby are some corpse eaters attracted by the stench and so Geralt kills them first before pulling the peasant out. The peasant thanks Geralt for the rescue.

Geralt asks what happened. The peasant says he was transporting the corpses when his mare reared and he fell, with the corpses falling on top of him.

- Geralt can inquire about why the peasant is transporting corpses and he says it's his job. Geralt asks why as the peasant is no witcher or mage, he isn't immune to the plague. The peasant retorts that he is stronger than most.
- Geralt says the peasant ought to burn his cart and scrub himself down thoroughly. The peasant asks why and Geralt says that when people learn his cart was used to transport plague corpses, nobody will ever hire him again. The peasant suggests then that they tell nobody but Geralt isn't convinced. The player can choose to burn the cart or not.

Regardless of choice, they part ways. Later on, Geralt can find the peasant man stumbling around in a forest, he is clearly afflicted with the plague. Geralt asks what he's doing here and the peasant says he's looking for death. He's been ill for a few days now but his body refuses to succumb, he remarks he's always been strong against diseases. He asks Geralt to put him out of his misery. Geralt can

either agree and kill the peasant, burning his body. Or he can refuse and leave the peasant to his own fate.

mq1004_maneaters_from_before_the_grave - Grave Robbers

Geralt comes across a group of peasants scavenging some corpses. On approaching, the peasant leader tells Geralt there's nothing for him here and to leave. Geralt tells them to calm down and asks what they're doing with the bodies, questioning if they murdered them. The peasant leader tells Geralt they were hanged, but not by them. He confesses that they are starving, game is hard to come by and there are monsters everywhere. So they're eating the hanged men.

Geralt has a few choices

- He can tell them not to eat the corpses as they could carry the plague. The peasant leader retorts that they weren't killed by the plague though, they were hanged. Geralt insists they could still carry it with them, the corpses should be buried. The peasant leader relents and agrees, he leaves with the others, taking the corpses with him.
- He can tell them they won't do such a thing. This prompts the peasants to attack Geralt and he kills them. After doing so, Geralt comments he should burn the corpses just to be sure.
- He can tell them he understands, in times like these everyone has to do what they must to survive.

mq1005_battlefield_scavengers - Bitter Harvest

Geralt is called over by a scavenger boss. Geralt asks him what he wants and the boss says he was wondering if Geralt is a witcher, if he is he has some work for him. The boss and his group are scavenging the nearby battlefield but its infested with corpse-eaters. If Geralt can fend them off while they work, he can earn a tidy profit. Geralt can agree or not

Geralt in gameplay must prevent the scavengers from being killed by corpse-eaters while they work. If enough of them survive he is thanked by the boss and paid, otherwise he's told off for his shoddy work and isn't paid.

mq1006_harassing_the_troll - Harassing a Troll

Geralt comes across a troll called Boris being attacked by some Nekkers. After dispatching them, Boris thanks Geralt and gives him a reward, the head of an elf. Geralt is evidently a bit uncertain about this but Boris insists that elves taste good, like tomatoes (A reference to the troll in Witcher 2).

mq1007_drunken_rabble - Drunken Rabble

Geralt comes across a drunken duo outside a pub debating how best to enter. On seeing Geralt they ask the witcher if he could spare some coin for them. Geralt asks why he should do that and they say its because they're both butchers, he slaughters, they slaughter, except witchers usually earn more from lords and ladies. Geralt jokes that he clearly hasn't been to these villages, the duo try again to ask Geralt, saying he's to help people in need.

- Geralt can pay them. They say they'll raise a toast in his honor and they leave.
- Geralt can Axii them to leave. They comply and disappear
- Geralt can tell them to fuck off. The more aggressive of the two warns Geralt not to treat them like dogs, Geralt can again choose to not pay them and insists they let him through. The aggressive one refuses while the other drunkard decides not to get involved. The aggressive drunkard fights Geralt in a fistfight. If Geralt wins the aggressive one gets the message and leaves. If Geralt loses then he wakes up in a gutter with some coin missing.

mq1008_preying_on_the_weak - Preying on the Weak

Geralt comes across a merchant duo bragging heavily to onlookers about various objects they have or have sold. Some examples are:

- Claims that he may have sold a pin that belonged to Queen Zuleyka

- Selling the scales of a carp that grants the Nilfgaardian Emperor his wishes. He says its been living in the capital since the time of Emperor Torres
- Talking about the innate evil of sorceresses and proposes a method to defend against vengeful and corrupt magicians. Locks of hair from a sorceress' head cut off just before they are burned (He claims they have long hair to help them contact evil ones)
- Selling witcher medallions claiming they protect against monsters. The merchant says that he learned from a certain priest, very expert in the subject, that the witcher draws his power from the amulet. Before the fight, he clutches the symbol of his guild in his hand, which protects him from wounds and ghosts. And these amulets were tricked by magicians years ago from good priests. Any good person can use them without fear. They only give evil looks to witchers trained by wizards, because witchers openly welcome fear into their hearts.

Geralt approaches the stall and inquires about the witcher medallions, the merchant presents them and Geralt tells him they're fake, hunks of iron shoddily cast. The merchant tries to play Geralt off as just causing trouble for his business. Geralt can:

- Call the merchant duo out for being frauds. Geralt debunks their claims, convincing the onlookers that they were cheated. The onlookers depart. If Geralt interacts with the merchants in the future then they'll be angry with him for ruining their business.
- Tell the duo to speak the truth about their scams. One of the merchant scoffs, saying he won't spill his info to a vagrant. Geralt offers to pay for info and the merchant accepts, telling Geralt he got the medallions from a jeweler who claims he was apprenticed at Kaer Morhen. Geralt laughs at that, saying he doesn't remember seeing anyone like that there, he should know, he was trained there. The merchants realise Geralt is a witcher and the onlookers comment that the witcher correctly called out the merchants as crooks and they depart.

- Not bother and leave.

mq1009_marriage_is_hard_work - Marriage is Hard Work

Author: Glassfish

A young woman stands in front of a chapel and cries over her fate. She begs the gods for her newlywed husband, Torin, to take her back. "...And let him take me back, let him forgive me! Oh, gods, have mercy!"

Geralt can ask the women what's wrong and it looks like she can use some help. The woman says her husband Torin kicked her out of the house. Geralt asks why and the woman replies some evil people threw some slander at her, and he believed it. Geralt asks why he treated her like that. The girl reluctantly and shamefully says that Torin came to the conclusion at night that she, Maryśka, was not a virgin before him. Geralt asks if her husband kicked her out over gossip. Maryśka says it's all because of that nasty Jaana.

Geralt can ask what exactly was said about Maryśka. She says Jaana told the whole village that when Torin went to the neighboring village, Maryśka had sex with the Baron's men and that's why they didn't take their heifer. In reality, when the Baron's people came, she told them that the heifer had died of some disease and that they had burned it. She saved the only breadwinner, but what good did she get? Torin banished her from his home anyway.

Geralt asks Maryśka why she would marry someone like that. She replies he's a good guy. Honest, thrifty, every woman would want him as her husband. Geralt emphasizes that he kicked her out of the house. She says that everyone can lose their temper sometimes. But if not to him, then where should she go? Geralt asks if the woman has a family. Maryśka says she is alone in the world and only had Torin.

Geralt can offer his help and asks what he can do. Maryśka says Geralt can convince Torin to let her come home. She needs nothing more to be happy. Geralt says he's not very good at this stuff and makes his living killing monsters

but he will give it a shot. Alternatively he can pass on helping and wish Maryśka good luck.

Geralt approaches Torin's home and overhears a conversation between him and another woman. The woman says its good that Torin sent her away. She always had a bad look in her eyes. Torin replies it's a pity he didn't notice it earlier. The woman says it's probably because Maryśka tricked him. She probably brought some potions from the Pellar. Torin says with relief that for some time he even thought that all women were the same. The girl flirtatiously replies that it's true, there are many false and sly women, but she is not one of them. She asks if Torin is feeling better now. Torin says since she came it's been better. Geralt asks the man if he is Torin and says he is someone who found his wife crying by the road. Geralt sees he found comfort quickly.

Geralt asks who that girl was. Torin swears and says that it's simply wonderful. War, food is hard to come by, the economy is in bad shape, and on top of that he married a common whore, his mother is a bitch. "A day like any other." replies Geralt. He asks what did his wife do that made him chase her away. Torin says it's none of Geralt's business. Geralt says he's promised to help her. Torin says maybe she was fucking Geralt too, like she was with the Baron's people? Geralt says he would like to talk more about Maryśka. Torin says that there is no point in talking about it, for him this harlot could be dead.

Geralt can mock Torin saying that yes, Maryśka is quite good at sex. Torin should take her back, a girl like that is a treasure. This infuriates Torin and he demands that Geralt leave.

Geralt can also ask how he even knows the girl is a slut. Did someone tell him that? Janek says that he already knows his stuff, he's not stupid. During the wedding night, the truth came out. He won't accept that whore for anything, the fool thought that she'd cheat on him and then support him for the kid. He tells

the witcher to leave the subject. He won't change his mind. At this point Geralt can just accept that Torin won't understand and can just leave.

He can also say his wife didn't cheat on him - neither with Geralt nor with the Baron's men. Torin asks what Geralt is talking about. Geralt realizing Torin has a different version of the events says that's exactly the point. The story is a lie. Torin escalates the encounter. He tells Geralt to watch his words. He has a sword but Torin has a whole village behind him. Geralt can say that with or without the village behind him, Torin still a coward. Instead of facing the problem, he preferred to exile his wife. This triggers a fight between Torin and Geralt.

Alternatively Geralt can tell Torin to think: who told him about her betrayal? And who came to comfort him when he chased his wife away? Torin realizes it was Jaana and that he messed up. He asks Geralt where she is. He has to find her, and apologize! Geralt says he's glad he came to his senses. He will tell Maryśka she can come back. But someone really wanted him to think that way. Probably out of jealousy.

If Geralt fought Torin and won then Torin asks what kind of person is Geralt? He got a whore wife and Geralt still punches him in the face. Geralt says he defended himself and Torin's wife is sitting by the road and crying. And, he doesn't know why, but she wants to come back to him. Torin says that he could maybe accept that but what would people say. Geralt says that Maryśka loves him too. And let Torin believe him, she's no whore. The Witcher might have something to say about that. Geralt says that since he fights so hard because of her, he shouldn't give up just because he feels humiliated. Torin wonders what will happen now. What people will say. Geralt asks if it really matters. Torin comes to the conclusion that probably not. He thanks the witcher and asks him to tell Maryśka that she can return home. That he loves her. Geralt says that Torin made a good decision. Alternatively, if Geralt loses the fight then Torin yells at him to not get involved in other's business next time. Either way Geralt will need to return to Maryśka to tell her the news.

If Torin and Maryśka are reunited then Geralt will get the good epilogue. One day he sees Maryśka and she calls out to Geralt. Torin scolds her, saying "What did I tell you about picking on strange peasants, you idiot!". Maryśka says that it's not a stranger, it's a witcher who reconciled them. Geralt asks if they are feeling better now. Maryśka says she is, while Torin thanks Geralt for opening her eyes.

If Torin and Maryśka are not reunited then Geralt will get the bad epilogue. Maryśka asks the witcher if he recognizes her. The girl speaks and behaves a bit differently, life has changed her. Geralt confirms, asks what happened to her. The girl says that since the whole world has recognized her as a whore, she has finally stopped fighting it. She now serves the Baron's boys. Geralt says he's sorry. Maryśka says that she doesn't. At least now she has something to eat. She asks if the witcher would like to have some fun, after an old acquaintance. Geralt can either agree or decline to have sex with her.

mq1010_last_rite - Last Rite

Author: Glassfish

A fairly young woman is arguing with an old lady, her grandmother, in a not-so-polite way. She says that the grandmother has lost her mind and won't go anywhere. Grandma replies that Grandpa told her that this is what he wants, that it's his last wish. He will set off on a journey and find her. The granddaughter complains that grandma is suffering from senile weakness because grandpa died in early spring. The woman scolds her granddaughter, saying that she's not stupid, she buried him herself. But the grandfather came back and told her what to do.

Geralt steps in saying that he accidentally overheard their conversation. The younger woman apologies for speaking too loudly. The old woman says she is deaf in her left ear and a bit in her right making it necessary to talk loud. Geralt can ask what they were talking about. The young woman says grandma is visited by her ghost… Grandpa's ghost. He immediately visits… He complains, poor guy,

that he is not feeling well in the afterlife. Geralt says that the woman knows a lot about witchers. The old lady replies that she doesn't really. But at her age, she knows enough about enough topics. The woman adds that she may have a job for the witcher.

The granddaughter replies that this would be missing, a witcher chasing ghosts that were born in the grandmother's gray head. Grandma replies that, despite what her granddaughter thinks, the woman hasn't gone mad yet. But maybe the witcher will actually be able to help her in this matter. Geralt can want to hear more or decline here.

Geralt asks if the old woman is being haunted by a ghost. The old woman says he did not persecute her, but he visited her and began to complain. Geralt asks what he did then. Grandma insists that he came to complain. The woman confesses that in her youth she had her own problems. She broke hearts and many people suffered because of her. The girl is embarrassed by her grandmother's confession. Grandma says not to interrupt her. She says her husband was a good guy, but weak-willed. He was actually supposed to marry Grandma's sister, but the woman seduced him and took him away from her.

Geralt asks what her sister says about all of this. Is her husband's ghost holding a grudge against her? The old woman says that her husband's ghost wanted to return to his first love, her sister. But he couldn't find her, because she's buried in a grave in a distant cemetery. And he cries. Geralt says it's very moving, but what could he possibly achieve here? He won't dig it up and deliver it. The woman says she wants to find her sister's grave and the wedding ring she received from her husband, which was intended for her, and put it on her grave so that they can find each other.

Geralt can now decide to accept the quest and negotiate payment. The old woman pays Geralt right away. He is a little shocked and asks what if he takes the payment and never comes back. The old woman replies that then the witcher

will have to explain himself to the ghost of her husband. Geralt ironically states that he wouldn't really want that.

He asks the woman where her sister is buried. The woman says she doesn't really know. Her sister left her hometown a long time ago. But the spirit said it clearly. Her grave is crying. Let the witcher look for the crying grave. Geralt says that a lead from a dead old man in his dreams is not much. If he were to take it up, there would be no guarantee. Geralt says he will do it, if he comes across a weeping tomb on the trail he will know what to do. It's a good trace, as any other. Then he'll have to explain himself to Jontek's ghost. Besides... He looks kind in Geralt's eyes. Geralt says he can help... But he needs some item that connects the three of them... Maybe an engagement ring? Jontek first gave it to Zośka... And then he took it and gave it to the old woman. At this point, Geralt sets off on his investigation.

If Geralt declines, the granddaughter says grandma won't go anywhere. This is pure madness. Grandma replies that she is actually tired from this walk. Tomorrow, she will try tomorrow. The old lady leaves. The granddaughter thanks the witcher for not stoking the fire with the old woman's delusions. If she takes a nap by the stove, it will pass. The girl says goodbye.

Geralt will need to identify the weeping grave using the ring. It is not clear how this mechanic would have worked. Once Geralt finds the grave the ghosts of both the husband and sister appear and they forgive each other.
Geralt returns but finds only the younger woman. Geralt says that he wants to talk to her grandma. The young woman says she has been dead for many years. Geralt asks if the husband hasn't stopped haunting her. The young woman says he stopped. She only went to tell her grandmother once, that the witcher showed him the way, then he disappeared. And his grandmother died. Geralt gives his condolences. The young woman says she was already very old. And thanks to Geralt she passed away with a clear conscience, because he helped her husband and sister...

mq1011_caravan_attack - Caravan Attack

Geralt comes across a merchant being attacked by some mercenaries. After dispatching them, the merchant thanks Geralt for the help, cursing the mercenaries. Geralt asks what happened and why the merchant is all the way out here. The merchant explains he was on his way to trade with the Baron, the deal was lucrative but there were rumours of monsters prowling the roads so he hired some thugs to protect them. He paid through the nose for them but it turns out they wanted more, they turned on him and attacked. Geralt can comment he should have paid them more or say that the merchant should never trust bandits.

mq1012_on_good_terms_with_gods - Defender of the Faith

Geralt comes across an old woman muttering to herself about a destroyed shrine she is standing next to. On seeing Geralt she calls him over. Geralt asks what's wrong and the woman explains some blasphemers came by the other night and destroyed the shrine to Verna the Merciful. She explains that the shrine must be repaired otherwise Verna will take vengeance. Geralt can agree to repair the shrine or refuses and leaves.

If Geralt repairs the shrine, the woman asks if Geralt would repair any other shrines he comes across. Geralt can agree or not.

If Geralt agrees to fix the other shrines, then eventually he'll come across another being destroyed by some students. Geralt can ask why they are doing this and the student leader claims that *"Religion is the opiate of the masses! The gods are dead! Thus speaks Master Friedrich of Oxenfurt!"* (A reference to Karl Marx and Friedrich Engels)

Geralt has a choice to interfere or not. If he interferes then he has to fight the students. Otherwise he leaves them to destroy the shrine.

mq1013_the_pretender - Witcher Wannabe

Geralt enters a village and is accosted by some of the peasants, who tell him to get out of here. The situation is very hostile. Geralt can either start a fistfight with them or calm them, asking why they are so hostile to witchers. The mob explains that another witcher came by some time ago, took a job, got the downpayment, and vanished. Geralt asks how they knew this person was a witcher and they claim he had two swords on his back and had a wolf medallion. Geralt asks where this "witcher" is now and they claim he went off towards Zalipie, they suggest Geralt speak with the village elder about it. Geralt heads off for the village

Arriving at Zalipie, Geralt is accosted by the elder who angrily demands he get out of here. Geralt asks where all this hate for witchers has suddenly come from. The elder says that one had come by, ate his fill for two days, then suddenly decided to kill the monsters nearby that were plaguing the village. The elder had asked what the witcher wanted in return and the witcher cryptically said he'll give him something the elder had but did not know of. As he left the elders daughter started crying and the elder had asked what was going on. The daughter said she was crying because she knew the beasts would kill the witcher, the elder asks why she cries for a mutant and she confesses that the witcher had seduced her the previous night, that was to be his prize, a witcher's bastard.

- After hearing this Geralt can inform the elder that if this man was a witcher there's nothing to worry about, they can't sire children. The elder is thankful for that, but still is angry at the man for seducing his daughter under his own roof.

Geralt asks where this witcher has gone and the elder says he went off towards the cemetery. Geralt heads out to find the man.

Arriving at the graveyard, Geralt sees a man being attacked by a ghoul, after Geralt dispatches the monster the man is grateful for Geralt's assistance, Geralt notices pretty quickly though that this man is no witcher, he's just an imposter. He is however wearing what looks to be an authentic witcher medallion. Geralt

demands the imposter tell him where he got it from, the imposter says he just bought it from a travelling peddler. The imposter spots the villagers approaching and begs Geralt not to tell them he cheated them. The villagers arrive and notice the monster is dead but ask why there's two witchers here.

- Geralt can say that he's the only witcher here. The other one is an imposter who cheats people. The villagers say they've got special laws for crooks like that, they'll make sure he's duly punished.
    - Geralt can suggest they bring him before the elder to decide the best punishment. They agree and take the imposter. Before leaving, Geralt also tells them to take the imposter's sword and toss his medallion in a fire. They agree and leave.
    - Geralt can say he'll deal with this and tells the villagers to leave, they comply. Geralt motions the imposter to draw his sword, leading to a fight. Geralt, with ease, kills the wannabe and takes the medallion.
- Geralt can cover for the imposter and say it took two witchers to kill the creature. The villagers understand and leave. The imposter thanks the witcher but Geralt coldly tells him to leave and never try pretending to be a witcher ever again. He also takes the medallion from the man, who scampers off.

mq1014_looters - Looters

This quest is split into three that occur at different locations with different bandits.

Looters 1 Geralt comes across a group of bandits looting corpses. If Geralt interacts with the group they become immediately hostile and Geralt must fight them.

Looters 2 Geralt comes across some bandits looting some corpses, they tell Geralt to leave. Geralt can comply or ask whats going on here. If Geralt asks then the bandits get annoyed but are interrupted by some ghouls attacking. Geralt helps them fight them off and they thank Geralt.

- If Geralt ignores the group and returns later, he will find all except one slain by monsters. The still surviving one asks Geralt to put him out of his misery which Geralt can comply with.

Looters 3 Geralt comes across two groups of bandits in a raided village arguing. Apparently they both attacked but want the loot for their own groups. On Geralt entering the conversation, the bandits tell him to leave. Geralt can comply and leave or antagonise them, prompting them to attack Geralt.

mq1015_lynch - Lynch Mob

Geralt comes across a mob about to hang a Nilfgaardian. Geralt can interject and ask what the man is guilty of. The ringleader says the man himself isn't guilty, he showed up in the village to trade a ring for some bread, except they have no bread because the Nilfgaardians burned their granaries. So he'll get a noose instead as recompense. The Nilfgaardian begs them not to kill him, claiming he has deserted to return to his wife home, the ringleader tells him to shut up.

- Geralt can let them carry out the execution. He can loot the nilfgaardian later to find a letter proving he did indeed desert to reach his wife
- Geralt can tell them they won't hang the man. This prompts the mob to attack Geralt, whom he dispatches. After doing so, the Nilfgaardian thanks Geralt. Geralt asks if the man really does plan to return to his wife and he confirms he is, his wife had given birth to a daughter before he left. He asks Geralt why he helped him. Geralt can say its because he hates lynch mobs or that he chose the lesser evil. Regardless, they part ways.

mq1016_poultry_abduction - Empty Coop

Author: Glassfish

An old woman living in one of the villages near Novigrad curses and calls names much more than her age would suggest. She says that another one has been kidnapped, let them go now. Geralt asks what happened. The old woman says not only is there war, but chickens are stealing! How to live? Geralt asks if she has seen any thieves. The woman asks what thieves! Some monsters have settled in the forest and are stealing her chickens. Geralt says he is a witcher. If it's really

monsters stealing chickens, he can probably help. With a senior discount. The woman says that's sweet of Geralt but he will probably rip her off anyway. Geralt promises the rate will be fair. The old lady says that her chickens started dying a little over a week ago. Always one at night.

Geralt asks if the chickens died one by one. The woman confirms, says she counts them every day. She asks if this indicates a vampire or another kikimore. Geralt replies that not really, it's just weird. Geralt asks if there were any traces. The old lady replies that yes. A bit like a wolf's… only…There were a lot of tracks in the yard, but they looked like something bipedal had made them. And her dead husband was a skilled poacher, so he knows about such things.

Geralt says he'll take a look at the traces and see what they're dealing with. The woman tells him to hurry up, otherwise he'll start starving. And she likes scrambled eggs.

Alternatively Geralt can say he doesn't do poultry. He says to call him if the monsters get bored with the henhouse and start knocking on the house. The old woman replies that the dog danced with Geralt and calls him a dirty freak! Sure, it's best to rob an old widow and wait until she dies!

Geralt tracks the pawprint and comes across some children camped in the woods. Geralt entered the children's forest camp. Seeing the armed man, one boy shouts for him not to hurt them. Geralt says that he is a witcher and won't harm or take anything from them. Geralt tells the kids that they should seeks someone's help. He suggests that the old woman take them in. The kids ask if Geralt is sure and suggest that they will take all her chickens and move some place else if she doesn't. Geralt says she will talk to the old woman.

Geralt returns to the woman and says that there is one way to stop her chickens from being stolen, to take in the orphans of war. The lady asks what orphans are these. Geralt says it wasn't monsters that stole the chickens, but scared, hungry

children. The lady is initially reluctant to take them in and Geralt will have to convince her. Geralt can say it would be better than losing the rest of her chickens. The lady says they won't get a single one now since she will be waiting for them with a birch twig.

Geralt can add that these children stole out of hunger. The lady asks what. She also went for days without eating, but she was never a thief. If they came here and asked, she wouldn't refuse them food. But they preferred to steal! Geralt says she is right but in the end they are just kids. The lady says they are just kids for now. But they will grow up to be bandits. She says she will be waiting for them next time they arrive. Geralt begs her to be too harsh on them but the lady says how she treats them is her business. The quest ends.

Geralt asks if she can change her mind. The woman says that theft is theft and she won't be changing her mind. Alternatively, Geralt can say that there is no one to take care of these children. The woman asks why she should be the one to take them in. Geralt says at least she'd keep an eye on them. And they'd stop stealing. The woman replies they would stop stealing because she would have to feed them. It's not her business. But she says she will think about it. The lady relents and agrees to take in the children. The quest ends.

mq1017_rose - Hearts without Borders

Geralt in a village witnesses a woman called Rose being accosted by a peasant couple, asking her questions that she doesn't answer. She eventually states she won't show him to have stones thrown at him like they did at her and runs off into her nearby house. The couple leave, commenting to themselves when she is going to show her lover, who they mutter at for being a dwarf.

Geralt goes to Rose's house and inquires about the trouble she is having. She initially refuses Geralt but he says he heard about how she was treated and says he's no stranger to being prejudiced. The woman warms to Geralt and says that she's worried. One of the peasants, Szymko, has already hurt some of the nonhumans in the village in drunken bouts and doesn't want it to happen to her

lover. Geralt can say they should get out while they can or that he can help defend her lover. Rose understands and goes to bring her lover in. On entering, Geralt comments that Rose's lover is a bit tall for a dwarf, Rose says it's worse than that. Her lover is a Nilfgaardian. That's why she hides him away, if the people found out it wouldn't just be Szymko coming for him.

- Geralt can ask if he speaks a word of Common Tongue. Rose says that Cregennan knows a few words but that's it. Geralt comments that she named him Cregennan, after Lara Dorren's lover. He comments it's romantic but hopes it doesn't end the same way it ended for those two.
- Geralt can ask where he came from, it's rare to see a Nilfgaardian north of the Pontar. Rose claims she found him washed up on the shore. He must have fallen into the river during a battle and the current carried him here. Geralt comments that maybe he's a deserter, Rose responds that it doesn't matter. She couldn't have just left him there, if someone else found him he'd likely be dead.

Geralt asks what he could do. Rose says that Cregennan has written a letter to the commander of his garrison. They'll take them both south, behind the front line. Geralt asks how Rose knows this since Cregennan doesn't speak Common Tongue. Rose says he drew it to her, he's a wonderful drawer. Geralt can accept to deliver the letter or not.

If Geralt accepts he goes south to the Nilfgaardian garrison and speaks with the commander. He shows Cregennan's letter and the commander thanks Geralt, offering him a coin for his service. Geralt can choose to accept it or not.

If Geralt returns to Rose's house he'll find it empty, commenting that they must've left already (This also happens if he tells them to get out earlier and comes back later)

mq1018_mary - Remember Us

Note: This quest has also be referred to as mq1018_remember_us in some documents

Geralt witnesses a woman being chased away by some peasants. The youngest one is protesting greatly but the elder man, his father, tells him they won't risk the lives of the group for one woman. The young one claims he wont stay without Gloria (the banished woman) but the elder woman present, his mother, tells him she won't lose him either, he is staying.

Geralt interjects and asks what's going on here. The father tells Geralt it's none of his business but the son interjects, saying they banished his fiancee Gloria. The father says it's because they think she has the plague but the son says that she just had pneumonia, they were caught in a storm recently after fleeing the black ones. Geralt at this point can agree with the parents ending the quest here, or inquire about her symptoms. The father says she was staggering, coughing and spitting blood. Geralt comments that does sound more like pneumonia than catriona, the parents realise that maybe they were being too hasty and trust Geralt's opinion. The son asks if Geralt would go look for Gloria and bring her back. Geralt can agree or not, if he agrees he says there's no guarantee she'll be alive, it's dangerous around here. He heads out.

Geralt follows traces of Gloria and finds her being harassed by some bandits who want to rape her. Geralt interferes and the bandits tell him to get out of here:

- Geralt can tell them to back off. This prompts a fight with them.
- Geralt can tell them Gloria is infected with the plague. This convinces them to back off.
- Geralt can pay them to leave Gloria alone. They leave.

After dealing with the bandits, Geralt speaks with Gloria who thanks Geralt for saving her. She laments though that if it isn't bandits who'll kill her, it'll be wolves and monsters. Geralt asks if she has anywhere to go and she says she doesn't, she was exiled from her only family recently. Geralt can:

- Offer help - Geralt offers Gloria some coin to help her find somewhere to go. She thanks Geralt and leaves.

- Send her back - Geralt comments he knows, he spoke with the family and convinced them she wasn't infected. She looks healthy enough to him so he suggests she go back to them. Gloria is convinced and thanks the witcher again. She heads back.

mq1019_a _matter_of_faith - Funeral Pyres

Note: This version of the quest was written exclusively in DEBUG

Geralt sees a priest of the eternal fire light a corpse on fire while making a sign of prayer. Approaching, the guards near the priest tell Geralt to step away but the priest tells them it is fine and beckons the witcher to approach.

Engaging with the priest, Geralt comments on the burning of the body. The priest explains that he was sent to deal with the numerous bodies of those slain in the war, give them a proper burial. However when they arrived and started their task, several necrophages appeared and they had to escape, leaving the corpses behind. These corpses they've yet to bury are being burned so that their spirits will reach paradise. Geralt dryly comments that its probably because they prevent contagions from spreading. The priest, obviously unamused, asks if Geralt would be willing to help rather than being a smartarse: He knows he and his knights cannot hope to slay the monsters but Geralt may be able to as he's a witcher.

If Geralt refuses then he can come back later. If he agrees, then the priest directs him to several sites. He asks Geralt to say a prayer and to then light their bodies on fire which Geralt refuses, saying he's not religious. The priest expected as much and says its fine, he gives Geralt a bottle of flammable holy oil and instructs him to douse the corpses in them. Geralt heads off to complete the task

Investigating the sites, Geralt finds various piles of corpses with necrophages picking at them. Dispatching them, Geralt alights the corpses with the oils and returns to the priest to receive his reward, ending the quest.

Alternate Ending Alternatively, if the player is investigative, Geralt will come across several clues that are suspicious. He finds a few corpses that were only

recently killed, and not by necrophages but by men. One of the corpses even has fisstech on it. Something doesn't add up.

Returning to the priest, Geralt can summarise what he found and says he's suspicious of the priest who tries to play his findings off but is evidently lying about something. If Geralt pushes, the priest offers him a hefty bribe. If Geralt accepts he receives the bribe and the quest ends, if he refuses then the priest and his knights fight Geralt.

Later on in Novigrad if Geralt kills the priest, some thugs will approach Geralt and thank him for killing the priest, confirming he was the one that killed their fisstech dealing buddies. They give Geralt a reward and part.

mq1020_wild_horse - Spooked Mare

Author: Glassfish

Geralt comes across a man who asks him for help. The man says he is looking for his horse. Geralt asks what happened to the horse the man is looking for. A man still discouraged says that his mare disappeared during the night. As if the devil had covered her with his tail. The peasant unconvincingly remarks that perhaps the witcher could track down his mare. She is big and slow. It shouldn't be a problem.

Geralt asks if there are a lot of horse thieves here. The villager resignedly states that they usually hanged people for that. But in fact, his neighbor's horse also disappeared two nights ago. But it was a wild stallion, it probably broke away and that's it. Geralt asks how much he will get for finding the horse. The villager suggests a quart of vodka. Geralt suggests counting in gallons. And preferably two. And converting vodka to currency. The villager says he doesn't care, that's right.

If Geralt declines, then he says he doesn't work as a delivery guy. Let the peasant move and find his own horse. The peasant is surprised that the witcher doesn't

want to find and bring the horse. [A small joke about fetch-give quests] He says that in that case the horse must have disappeared. Oh well.

Geralt can track down the mare and come across a scoia'tael camp where it's being held. He can negotiate with the warriors there. He can either demand the horse back, suggest that the scoia'tael should keep the horse as they need it more, or say that the scoia'tael don't need all the horses and can afford to give one back. The warriors will understandably still not want to give up the horse if Geralt presses. Geralt can either threaten them in response or offer to pay for them.

If Geralt successfully reclaims the horse then he returns it to the man who is delighted and pays him. However if Geralt did not recover the horse then Geralt says he thinks he knows what happened to the horse. He came across a group of squirrels who were holding several stolen horses. The horses were supposed to be eaten. The peasant dispassionately states that in that case the mare is gone. He thanks the witcher for the news.

mq1021_gambler - Bridge Tolls

Note: This version of the quest was written exclusively in DEBUG

Geralt comes across two guards at a bridge in conversation. The first guard tells the second about his money problems (Another kid on the way, indebted to loaners, etc.) and asks if he could borrow some coin to pay it back. The second guard tells the first not to worry about it, after they're paid he can pay off his debts. The first insists, saying that the loners are threatening violence if he doesn't pay up soon.

Entering the conversation, the second guard asks Geralt's business here, saying the bridge is closed. If Geralt insists on needing to pass, the first guard offers to let the witcher pass if he wins a few rounds of gambling (It isn't clear which minigame this is, assumedly dice based on the setting). The second guard

cautiously tells the first that this is a dumb idea and he's risking a lot but the first doesn't listen and again presents his offer

If Geralt takes him up on the offer then the two play some rounds. If Geralt wins then the guard is dismayed as he doesn't actually have any coin and is even further indebted. He begs Geralt to cancel the debt and consider it a harmless game of dice.

- Geralt can accept
- Geralt can refuse
- Geralt can accept on condition that he's granted access across the bridge

mq1022_border_troll - The Volunteer

In Novigrad, Geralt overhears a merchant and a courier speaking about a troll. The merchant claims the troll was singing, poorly, but singing. The courier evidently doesn't think this is true and thinks the merchant was drunk.

Entering the conversation, Geralt inquires about this singing troll and asks if its a problem for the merchant. The merchant responds that its no threat, made no indication it wanted to eat him

- Geralt can ask where the troll is. The merchant says its south of Novigrad, near a mill
- Geralt can ask what this troll looks like. The merchant says it looks like any other troll, just that it sings. Geralt asks what it was singing about, the merchant says it was something to do with Radovid and mothers.

Geralt can agree to investigate or not, assuming he does, he follows up on the directions the merchant gave him. Assumedly through gameplay, the player can hear the troll indeed singing and use that to find him (According to dev comments, it is a tune loosely based on a Polish song called "Przyjedź, mamo, na przesięgę" (Mother, come see them take the oath) by the Trubadurzy)

Talking to the troll, Geralt asks what he's doing here. The troll says he enlisted in the Redanian army, got the order to guard the nearby boat. If he does well he'll get a promotion and maybe even get to guard the bridge.

Geralt says thats probably not likely to happen and suggests one of a few ways the guard could get a promotion

- A helmet
- Alcohol
- A halberd
- A sword

Depending on what the player chooses, the troll is convinced at this prospect and asks Geralt to get that item for him. It isn't exactly clear how Geralt is supposed to get the item but once acquired, he gives it to the troll. The troll, happy with this, gives Geralt a rune and runs off to get his promotion

mq1023_fake_papers - Fake Papers

Author: Glassfish

Near the Novigrad border, Geralt hears a black market dealer semi-surreptitiously saying that he has transit passes at terrific prices. Geralt greets the man. The dealer tells Geralt that passage into the city is tightly controlled. For a certain price, he can offer papers however. Papers which will allow Geralt to get into the city. Geralt asks if those papers are genuine. The trader replies that they are as genuine as they need to be. Geralt then asks how much these papers will cost him. The trader names a horribly high price. Geralt can agree to buy it at this price. Otherwise, Geralt is about to protest, but the thug holds up a hand to intercept that. The dealer says that he noticed Geralts two swords. He says that that must mena he's a Witcher. He says he could offer a special discount if Geralt can help a friend of his with a matter (mq1005). Geralt can say he already helped the man's friend.The dealer is clearly happy about this. He says he will slash the price in half for Geralt. Alternatively, Geralt can just use Axii to convince him to slash the price.

Later once Geralt arrives at the Novigrad border with the fake papers there is an encounter with the guard. Geralt greets the guard. The guard says passage only with safe conduct. Geralt can say that he does have a pass. The guard reads it saying he's never heard of Baron don Quixote. Geralt says he was nominated by Sancho von Panza himself, Duke of La Mancha. The guard allows him through.

mq1024_unfair_competition - Unfair Competition

Geralt comes across two raftsmen arguing about their boats being destroyed, with both thinking the other had destroyed it.

Entering the conversation, Geralt asks whats going on and the raftsmen state that the other wanted to kill him. Geralt calms the two and asks them to explain from the beginning. One of the men, Roderick, says they're both in the business of "transporting people". Geralt deduces its smuggling and Roderick says that one must do what he can in tough times, except the other raftsman Frederick wants a monopoly on the business and so tried to kill him! He claims he threw mud at the boat, scared away the passengers, and destroyed the boat. Frederick however says that the exact same thing happened to him. Geralt asks if the men have any evidence to which both point to their boats and tell Geralt where they were attacked. Geralt heads off to investigate.

Following trails, Geralt concludes the men were probably attacked by a water hag. Following more tracks Geralt eventually finds the creature and kills it, collecting a trophy. From here however, Geralt has a few options to choose from:

- Frame Roderick as the sabotager
- Frame Frederick as the sabotager
- Reveal the water hag as the sabotager

Choosing to frame one of the men will result in the accused being taken away and the other giving Geralt a reward for his efforts.

mq1025_pestilence

According to data we know this quest existed during this era of development but we do not have any further data describing what it involved.

mq1026_warm_welcome - A Warm Welcome

Geralt comes across a confrontation between some guards and a group of refugees near Novigrad. The refugees plead to the guards to let them pass but the guards are being stubborn, saying they've got orders to turn refugees back that cross illegally.

Geralt can either not get involved or get involved. If he does, he tells the guard the refugees are desperate and they aren't like to do any harm. The guard sharply tells him to buzz off however.

- Geralt can bribe the guard with some coin to let the refugees pass
- Geralt can axii the guard to let the refugees pass
- Geralt can threaten the guard, starting a fight
- Geralt can simply leave

If the refugees got past the guards they can be found in Novigrad on the streets and give Geralt a reward for his help.

mq1027_runaway

According to data we know this quest existed during this era of development but we do not have any further data describing what it involved.

mq1028_courier - The Dwarven Document Dilemma

Geralt is called over by a dwarf named Muggs who asks for the witcher's help. Apparently he was robbed recently and the thief made off with some important documents of his, he wants Geralt to get those documents back. Assuming he accepts, Geralt heads off to find tracks

Geralt finds the site where Muggs was attacked and smells a bottle of moonshine. Following the smell, Geralt finds a man named Gerd sitting outside an inn,

evidently drunk. Geralt tells Gerd he knows he stole the documents from Muggs and demands them back. Gerd however tells a different tale, he was playing cards with Muggs and the dwarf had bet those documents, and lost. When Gerd wouldn't give them back Muggs attacked him and ran off. Geralt has some options now:

- Play Gerd for the documents
- Axii him into giving up the documents
- Threatening and fighting him for the documents
- Simply leave

If Geralt didn't get the documents yet he can return to Muggs to confront him about Gerd's story, which the dwarf confesses is the truth. The documents were important as they were from his employer, but he was too drunk in the moment and thought he could gamble with them.

Geralt must get the documents back to progress. If Geralt didn't question Muggs earlier he can do so while handing back the documents, otherwise he can overlook it and gets his reward.

mq1029_wet_ambush - Wet Ambush

There isn't much info on this quest but it seems to involve Geralt having to defend some guards from monsters with some alternate dialogue depending on whether or not some of the guards died or not. Assumedly this quest can fail if all the guards die.

mq1030_place_for_all

According to data we know this quest existed during this era of development but we do not have any further data describing what it involved.

mq1031_rich_uncle

According to data we know this quest existed during this era of development but we do not have any further data describing what it involved.

mq1032_spy

According to data we know this quest existed during this era of development but we do not have any further data describing what it involved.

Skellige Minor Quests

Author: Glassfish

mq2001_clan_renegades

This quest actually contains two quests in under a single code, A Hallowed Horn and Clan Renegades

A Hallowed Horn

This quest is nearly identical to the one seen in the final game. Geralt gets the notice to find Holger Blackhand's horn and then goes and kills the renegades who stole it. Upon returning the guard Olaf is pleased to hear that Geralt killed the renegades unlike the version in the final game where he is upset Geralt killed them.

Clan Renegades (The Family Blade)

This quest became The Family Blade in the final game where Geralt had to track down the An Craite family sword Kuilu for Mathios. In this version, there is simply a notice to go kill some renegades and return to Mathios for a reward.

mq2002_pirate_scavengers - Finders Keepers

Geralt stumbles upon some bandits unloading and examining some cargo. He approaches too close and kills them. Upon inspecting the cargo he finds marks for Clan Brokvar, Clan Heymaey, and Clan An Craite. He decides to track down the owners of the cargo.

Geralt can go to each of the three merchants from each clan to get a reward. Two of them are skeptical and think Geralt had a hand in getting the cargo stolen in the first place and need to be convinced.

mq2003_skellige_tombs - Tomb Raiders

This is a series of four minor quests all under the **mq2003_skellige_tombs** umbrella. Only two of these quests survived in some form in the final game, *Yustianna Disturbed* and *Peace Disturbed* both fit under the theme of "disturbing" tombs by raiding them.

Quest 1: mq2003_adventurers - The Old Jarl's Treasure

This quest was supposed to be the first of four different minor quest encounters with people trying to rob tombs. It does not exist in the final game but survived until a very late stage of development where it received the name *The Old Jarl's Treasure* prior to being cut.

An adventurer asks Geralt who he is. He addresses him as a warrior. Geralt replies that he is a witcher. The adventurer has heard a lot about the witchers' prowess. He invites Geralt to join their company. The treasure of a long-dead jarl is said to be hidden in the crypt. And they have obtained the key. The treasure is divided among those who survive. Geralt can either accept or decline the offer.

If Geralt accepts, the adventurer says that the Witcher will lead, as an expert on crypts and monsters. He gives Geralt the key to Jarl's chest.

If Geralt attempts to run away with the key the adventurers will turn hostile and chase after him.

Upon entering the tomb they find that someone had already taken the treasure before them. Geralt says that the chest is empty. The three adventurers each take turns making a comment about their bad luck and how they were scammed. Geralt says that this was a waste of time. The adventurers thank Geralt for his time and the quest ends.

Quest 2: mq2003_bandits - Yustianna Disturbed

This quest is the second of the four involving tombs and takes place in the cave near Yustianna's grotto. It still exists in the final game as an unmarked quest named *Yustianna Disturbed.*

Geralt searches a tomb and runs into a few bandits looting it for treasure. The bandit tells Geralt that he decided to poke around in the wrong place. But the situation can still be calmed down. If Geralt pays, nothing will happen to him. Geralt can either choose to pay or fight.

If he chooses to pay then Geralt says he will pay, there is no time to fight the whole gang of robbers. If he chooses to fight then the bandits say they will take it off of Geralt's corpse anyway.

If Geralt returns after not fighting them, they will be angry and turn hostile.

Quest 3: mq2003_thiefs - Tomb Raiding

This quest is the third of the four involving tombs. It does not exist in the final game but survived until a very late stage of development where it received the name *Tomb Raiding* prior to being cut.

Geralt stumbles upon a group of villagers in front of a cave. Villager No. 1 asks Geralt who he is. Geralt tells the villagers that he is a witcher and hunts monsters. Villager No. 2 tells No. 1 that the witcher should clear the way for them, because the sounds coming from the cave are definitely not badgers, but a swarm of monsters. They came to get rich, not lose their heads. Geralt can either agree or disagree to help.

If Geralt agrees to help the villagers, he says he'll check the crypt, and they'll talk about payment after he gets back. Villager No. 1 is outraged and suggests that Geralt probably came to search the crypt himself, but he doesn't want to share. He calls on the rest of the villagers to attack Geralt.

If Geralt declines, Villager No. 1 silences the other. He turns to Geralt and says that they will pay him to clear the crypt of monsters. Geralt can then agree to go in.

Geralt explores the cave and kills a few Nekkers. There is no treasure in there. Geralt tells the villagers that there were only a few nekkers in the cave. Nevertheless, he waits for the promised payment. Villager No. 1 replies that they would probably kill those few themselves, so he doesn't intend to pay. The witcher probably knew well what was in the crypt and incited them. Geralt can either walk away or insist on payment.

If Geralt is very insistent on his payment. Villager No. 1 shouts that the changeling dares to scare him. He calls on the rest to attack the witcher.

If he walks away, Geralt comments in resignation on people's faithfulness and leaves.

The quest ends but also features an epilogue. Much later, a peasant talks to Geralt and asks if he remembers him. Geralt says that the peasant is one of those who didn't pay him for clearing the crypt. The villager confirms with remorse. He says that he was stupid to stand against his companions, but he doesn't want to have a witcher as an enemy. He gives Geralt part of the payment.

Quest 4: mq2003_women - Peace Disturbed

This quest is the fourth of the four involving tombs. It still exists in the final game as a quest named *Peace Disturbed*.

Geralt walks by a woman in front of a cave. She exclaims, *"The Witcher! Freya listened to me!"* The woman curses her two companions(who had gone in the cave) , calling them crazy. She asks Geralt to help her. These two idiots, her friends, went alone to the crypt, and it's full of monsters! She says that she has more sense and will not go there. There must be some abomination in the crypt, just waiting for someone to be stupid enough to get their hands on it! She says that there is definitely some filth in the crypt that will eat them.

If he agrees to help, Geralt heads into the cave. He encounters two women in the cave. The woman screams that a ghost has come out of the crypt and is coming to them. The second woman accuses her of stupidity and says that a ghost wouldn't shuffle its boots like that. She asks how the witcher got to the crypt and who he is.

The woman turns to Geralt and asks, not very politely, what he is doing here. Geralt replies that he is a witcher, he heard that women who may fall victim to monsters have descended to the crypt.

The second woman states that there are monsters in the crypt, but they are located on a lower level. Geralt asks the women what they are doing in the crypt. The first woman confidently states to herself that they have come to cut their nails. Geralt is confused, he doesn't fully understand. The second woman explains that they came to cut the corpses' nails. Everyone knows that the corpses use their nails to build the cursed longship. So they take away their building material. Geralt says the lower level should be safe if the women want to cut some more nails. Alternatively, if he hasn't killed the monsters yet he says that he will go do that first so it's safe for the women.

Alternatively, if he was just exploring and didn't take the quest earlier he replies that he is a witcher, he was exploring a tunnel on the other side of the hill and it led him to a lower level of the crypt. There were monsters there, but they shouldn't be a problem anymore if Geralt had already taken care of them.

mq2004_fishermen_and_monsters - Drowner and Fishermen

Geralt encounters some fishermen on a beach screaming for help that the Muire D'yaeblen (drowners) have attacked their nets and are coming for them. Geralt can kill the drowners and save the fishermen. The fishermen then thank Geralt and reward him. Geralt advises them to clean the beach of dead fish so as not to attract downers in the future.

mq2005_pirate_raid - Pirate Raid

Geralt comes across a village being raided by pirates. He can help drive them off. The villagers thank Geralt and reward him. Geralt can ask who the pirates were and the villagers tell him that they are Skelligers from another village. They were in the process of retaliating for a raid on them earlier in the month.

mq2006_key_to_the_chest

This quest consists of two treasure hunt quests, *X Marks the Spot* and *Ruins, Hidden Treasure, You Know*. Both are still in the game and are identical to what was implemented in 2013.

mq2007_leszys_attack - The Lord of the Forest

This quests consists of two different encounters with a Leshen attacking an individual

Encounter 1: The Hunter

Geralt can come across a hunter under attack by a leshen in woods and can save him.

Hunter: It's a shame to kill an ancient creature like that, but you have to live on something. And the leszy doesn't understand that you can't feed your family with roots and you have to hunt. He would have torn me to pieces if you hadn't shown up! I'm not rich, but I'll pay you back for saving my life!

Encounter 2: The Woodcutter

Geralt can come across a woodcutter under attack by a leshen in the woods and can save him.

Woodcutter: *That was close! Thanks for your help! Please, for your efforts. Damn all the leshys of this world! A man has to live somehow, and these defend every tree like independence! If this continues, you won't be able to enter the forest without a witcher. Here, this is a token of gratitude.*

mq2008_lured_into_drowners

This quest is simply a combat encounter where Geralt is lured by a drowner into a fight a bunch more.

mq2009_water_hag - A Bard's Beloved

This quest is for the most part identical to the one seen in the final game. The conversation with the troubadour is nearly identical. However, when Geralt enters the cave he encounters a female troll rather than a water hag. Unlike the final game, Geralt actually tries to recite some real poetry but the female troll does not like it. Geralt also explicitly says that he doesn't kill peaceful trolls but in this case he is making an exception and killing the female troll.

mq2010_human_trap - Abandoned Sawmill

This quest is in the final game and is identical to how it was designed in 2013.

mq2011_liar_and_a_thief - Worthy of Trust

This quest is in the final game and is nearly identical to how it was designed in 2013. The only difference between the 2013 version of this quest and the final one is that Geralt receives a special gift if he lets Johann go instead of just coin. It is unknown what this gift is. Johann also has dialog thanking Geralt for not ruining his "operation".

mq2012_bad_place_bad_time - Hard Times

The 2013 version of this quest is very similar to the final one. Geralt comes across an overturned wagon that had been ambushed by necrophages. He finds a note on a body and takes it to the Kaer Trolde black smith. The conversation here is much more simple and direct than in the final game.

Geralt talks to the man and says he came across bodies of people killed by monsters in the wilderness. The woman had a letter with her, apparently written by the man. The blacksmith says his sister and brother-in-law were supposed to be here a few days ago! Now he understands why they were late! Geralt says that

they came across necrophages in the forest. Unfortunately, they did not survive. The blacksmith is devastated but thanks Geralt anyway.

mq2013_bounty_hunter - The Sad Tale of the Grossbart Brothers

The 2013 version of this quest was very similar to the final one. However, it includes some interesting additional dialogue between Denge Frett and Geralt.

Geralt notices that the bounty hunter clearly likes his job very much. The hunter says he kills bad people and he gets paid for it, what's not to like? Geralt asks if the hunter has a lot of work lately. The bounty hunter replies that the witcher knows how it is - there will never be a shortage of monsters and sons of bitches in the world. The hunter is currently looking for three brothers for robbery and rape. They can apparently be recognized by their large, yellow hats. Geralt can either say he's already killed them or wish the bounty hunter luck in his search.

Geralt will later have to meet Denge at his hideout to either report that he found the Grossbart brothers on his own or to find out if Denge has found them. At this point Geralt can either agree to hunt them with Denge or not. The rest of the quest proceeds as it does in the final game.

mq2014_test_of_patience - A Test of Patience

It is not clear how this quest starts however it can be inferred that upon entering a certain village an old man will accost Geralt and start a conversation where he will ask 10 annoying questions/statements trying to provoke him into a fight or to insult Geralt. The man proceeds to ask him ten very annoying questions. Only the first four were written by CDPR. After each question Geralt has a choice to punch the man in the face or ignore him.

1 - The man says he saw a witcher one in youth… But that one was bigger and stronger.

2 - The man says that since Geralt is a bit old he probably has erectile dysfunction

3 - The man says Geralt should do something useful instead of going around villages and stealing people's air.

4- You really messed up your hairdo! Novigrad whores are probably pissing on their legs at the sight of you!

If Geralt gets through all 10 questions without fighting the man then he thanks the witcher for the conversation. He says that he rarely meets people as talkative as he is.

Geralt fights the old man

If Geralt starts the fight then he can either win or lose it.

If Geralt wins then the man asks the witcher to stop beating him. He doesn't know why the witcher beat him. Geralt says that with so many idiotic questions being asked, it's a miracle the peasant is still alive. He tells him to go away.

If Geralt loses, the villager states that since the witcher can't talk, he shouldn't get involved in conversations. He says goodbye coldly.

Aftermath

A woman will call out to Geralt. Geralt asks how he can help the woman. If Geralt started a fight, the woman says that he did the right thing by punching that old chatterbox in the face. Maybe if he gets punched in the face by the witcher, he'll stop tormenting everyone around him. She gives the witcher some gold in gratitude.

If Geralt did not start a fight, the woman asks why the witcher let the old chatterbox talk to him like that. The old man is tormenting everyone around him, maybe if he got punched in the face at least once he would calm down. The woman thought that witchers were more serious men.

mq2015_unfulfilled_hope - Taken as a Lass

This quest is in the final game and is called "Taken as a Lass". It was originally developed in 2013 in very barebones form. However, it was later finished in 2015 with some reworked dialogue prior to the game's release. Overall, the story remains mostly the same.

Unlike the final version, upon encountering the brother at the beach on Ard Skellige, Geralt can demand payment from the brother for saving him. The remainder of the conversation proceeds mostly the same. Upon inspecting the wreck site Geralt will immediately comment that Kurisu might have been in the wreck. In the final version, Geralt does not make the connection right then and there. The conversation with Kurisu is the same for the most part.

mq2016_sweet_bait - Sweet Bait(Never Trust Children)

This quest is still in the final game as an unmarked quest. This quest features two versions both made in 2013. However, surprisingly the first version, "A", ended up making the final cut which is an unprecedented move for CDPR.

Version A

Identical to the final game

Version B

Instead of calling for help when Geralt encounters him, the boy is singing the following song.

"There was a girl in the port who would make the jarl himself throw her. A face like an axe handle, the nightmare was first-rate. Hey hey, tear off the anchor!"

mq2017_for_fame_and_glory - For Fame and Glory

Geralt meets two Skellige villagers in front of a cave near Larvik. They claim they want to kill the necrophages inside to prove their honor. Geralt can either offer to help them or to do it himself. They will not accept Geralt taking their glory but will relent and let him come with. Geralt will need to kill the necrophages while

keeping the villagers alive to complete the quest. The villagers are thankful for Geralt's help in the end.

mq2018_bandits - Armed Assault

This quest is notable for being featured in the closed-door demo at E3 2013

Version A

The first version of this quest is three simple encounters with groups of bandits looting homes for treasures. The bandits have some funny dialogue with each other and turn hostile upon seeing Geralt. Geralt can kill them and loot the treasure.

Version B

The quest was rewritten into *Armed Assault* for the E3 2013 demo. However, the initial 2013 featured an additional outcome not featured in the final version. There is an outcome where after Geralt kills the bandits, he finds the peasants living in the house to be already dead. It is unclear what triggers this outcome.

mq2019_lamenting_man - Woe is Me

This is an unmarked quest that is still in the final game exactly as it was in 2013. There is something odd with this quest however. Its dialogue was recorded all the way back in 2012 as it features string IDs in the 170k range. However, a slightly tweaked version of this dialog was rewritten in Polish only for the 350k. The tweaked dialogue was never used and the 2012 dialog made it in the final game. It is likely that the lines were pulled from another old 2012 quest as minor quests did not exist in 2012.

mq2020_flesh_for_cash_business - Flesh for Sale

This version is mostly the same as the final one except that Geralt engages the Pirate leader in a philosophical debate about slavery.

Geralt says there might be something to it. Without one's clothes, swords and rules, one becomes savage. Pirate Jarl denies, it's not savagery, it's subordination. The rules remain, they're just not the ones deciding them. Geralt says that this is bullshit, above all else people are ruled by the instinct of self-preservation. By enslaving them pirates take away their choice, and a man who is not given a choice will behave like any living creature - he will fight for survival for conventions, worrying later. The Jarl comments that he is dealing not only with a spy, but also with a philosopher. The Pirate Jarl says that enough of the babble, it's time to get down to business. He asks if the agreed terms still stand.

Geralt can then either reveal himself which starts a fight or continue playing along and free the women peacefully.

mq2021_survivor - Siren’s Call

This quest is featured in the final game. It remains mostly identical to how it was originally written.

Geralt comes across a shepherd fighting a flock of siren's and can either help him or let him die. If Geralt helps him then he thanks Geralt and they have a small conversation about how the shepherd learned to hold his own against Sirens. Later Geralt can find the shepherd and his brother conversing by some cliffs where they thank Geralt again. If Geralt lets the shepherd die then he can later find the brother grieving by the cliff.

There is a scene where Geralt can also encounter the shepherd's wife however it was either removed from data or never written.

mq2022_stupid_side_of_courage - Brave Fools Die Young

Geralt comes across a wounded man who has just fallen off a monument. A companion is by the man's side. The injured man's companion tells him to stop throwing himself around because it will only get worse. The wounded man directs his anger at his companion and calls him names, blaming him for the idiotic idea. His companion returns the favor and says that a wounded person should not turn the cat upside down. The wounded man curses and calls names

again. The companion tells him to lie still because he will only make things worse.

Geralt asks what happened. The man explains what happened. Geralt looks up at the burning fire and says that it worked out and that bringing in all that wood must have taken some time. The injured man's companion says that when the fire started to burn, his friend, instead of getting down, stared at the flames, became blinded and fell. Geralt adds that it's good that he only broke his leg from this height. The man notices that Geralt is a witcher and asks if he knows any healing spells. Geralt replies that he usually kills things, not the other way around. But he can prepare a potion that might help. The wounded man says that he would never drink a witcher's brew, he heard that it makes your insides turn. Geralt is surprised that the man has nothing against magic, but despises the witcher's elixir. He says goodbye to them and says that in that case he can't help them.

Generic Quests

Author: Glassfish

CDPR uses the term Generic Quests to categorize quests that do not feature a significant story, follow a strict template, or feature a specific gameplay mechanic. In the 2013 version of the game, CDPR began to implement the first of these, the Monster Hunting system. In the final game, all quests under the Monster Hunting system umbrella are classified as Witcher Contracts. However, it should be noted that not all quests classified as Witcher Contract in the final game's quests menu fall under the Monster Hunting system umbrella. Notable examples include **sq204_woodland_spirit**(In the Heart of the Woods) and **mq1003_freshwater**(Contract: Devil by the Well).

Monster Hunting System

The initial 2013 implementation of the Monster Hunting featured two types of monster hunts: randomized and custom.

Randomized Hunts

The randomized type would be randomly generated by the game similar to radiant quests in Skyrim except that they exclusively focused on monster hunting contracts Geralt could take. CDPR designed the system to construct randomized monster hunts out of a library of "building blocks". The type of "building blocks" available to construct a quest depended on the region and type of monster the hunt focused on. There were three primary parts to a monster hunt quest:

1. The Reward Giver: The entity that would give Geralt the contract, negotiate the reward, give some initial information, and give Geralt his reward upon turning in the contract.
2. The Witness: Another entity that would give Geralt more detailed information about the monster he is hunting. Geralt could either discover the witness on his own or be referred to them by the Reward Giver.
3. The Clues and Geralt's Commentary: Geralt can inspect a series of clues and give running commentary on them to help the player track the monster. Geralt has a series of lines for each type of clue.

Most of the Witcher Contracts in the final game are roughly based on this outline except that the actual dialogue is unique to each quest rather than being drawn from a library. As there are no definitive quests to present here, this summary will present the bank of library dialogues that CDPR was started to prepare for this system. Note that many of these dialogues were placeholder as the randomized monster hunts feature was cut fairly quickly in 2013.

Custom Hunts

In addition to the random hunts, there were also custom made monster hunts that featured a specific monster to hunt along with additional characters, and a twist. These quests were the basis on which the Witcher Contracts seen in the final game were developed. The custom hunts still however make use of the lines used in the random hunts. However, they often feature custom reward giver lines, lines in relation to the monster, and unique lines related to a twist. At this stage in development custom hunts were only created for Skellige.

Geralt's Comment Library

Geralt About Hunt Target

Geralt: Suspect I know what I'm up against now.

Geralt: Found all the important tracks, I think.

Geralt - Geralt says he knows enough, it's time to find the monster. It would be good if the text could be used for both a female and a male monster.

Geralt Comment on Monster Appearance

Geralt: Packing a lot of muscle.

Geralt: One strong and heavy bastard.

Geralt: It's massive. Wonder if it's fast, too.

Geralt: Bigger than I thought.

Geralt: Body protected by armor.

Geralt: Armor fragments.

Geralt: A big monster left this mark.

Geralt: The monster was massive. Traces of blood from more than one victim.

Geralt -Commentary on small creatures.

Geralt -Geralt states that the creature is the size of a large man.

Geralt -Geralt comments that the hunted creature is strong and muscular.

Geralt -Geralt says that the monster must have been huge.

Geralt Comment on Behavior

Geralt: Monster trekked through this area.

Geralt: Monster wandered around here before I killed it.

Geralt -Geralt comments that the hunted creature was very aggressive.

Geralt Comment on Monster Hideout

Geralt: Creature's made its lair underground.

Geralt: Creature built itself an underground lair. Didn't help much.

Geralt: Creature's hiding in the cave.

Geralt: Used this cave as its hideaway.

Geralt - Finding the monster's hideout.

Geralt Comments on Monster Location

Geralt: Hides in the woods. That's where it attacks.

Geralt: Monster hid in a cave in the woods.

Geralt - Commentary on the battlefield found.

Geralt -Geralt notices that the attack took place in a forested area.

Geralt -Geralt says that the monster has a nest underground.

Geralt Misc. Comments

Geralt: Dead end. Need to find another set of tracks.

Geralt: It was following something bigger. Much bigger.

Geralt: Strange, stinking mucus... I haven't seen anything like it in a long time.

Geralt: I can hear him...

Geralt: I can't hear anything...

Geralt - A dead end, Geralt has to look for clues elsewhere.

Geralt - Geralt says that these monsters accompany something more powerful.

Geralt - Geralt says he should investigate this place.

Geralt Comments on Sound

Geralt -Geralt says he hears a purring coming from nearby.

Geralt -Geralt hears some screams.

Geralt Comments on Monster Movement

Geralt: Monster's not very fast - can tell by the tracks.

Geralt: Slow mover. Shit out of luck.

Geralt: Tracks belong to something that moves fast.

Geralt: Beast was quick, though that didn't help much.

Geralt: No tracks on the ground. Can this thing fly?

Geralt: Must've been a floater. Didn't leave any tracks.

Geralt -Geralt notices that the creature he is hunting is moving quickly.

Geralt Comments on Monster Skin

Geralt: Got rough skin... That narrows the list of suspects.

Geralt: Monster's got rough skin. If I'd known, maybe I'd have been better prepared.

Geralt: Skin's covered in scales. Gonna be tough to cut through it..

Geralt: Monster's covered in scales - lost a few of 'em here.

Geralt: Covered in feathers. Maybe an ornithosaur?

Geralt: Feathers from the monster's body. Must be part of its tail...

Geralt Comments on Victim State

Geralt: Strangled his victims. Interesting.

Geralt: Strangled.

Geralt: Drags its prey to the water to be drowned.

Geralt: Victim was brutally dragged to the water and drowned.

Geralt: Body was partly eaten, then tossed aside. Maybe a necrophage?

Geralt - Geralt says that the monster partially ate the body before it died, we are referring to the human or animal body.

Geralt: Monster fed on its victims. Ate the best parts, dumped the rest.

Geralt: He tore the victim to pieces.

Geralt: Body's torn to shreds.

Geralt - Geralt says that the victim's body is almost devoid of blood.

Geralt - Finding broken bones in the victim.

Geralt - Comment on the nasty bruises on the victim's body.

Geralt - Comment on blunt bite marks. Irregular shape, torn edges.

Geralt - Commentary on the victim torn to pieces.

Geralt - Geralt comments that the monster's victim was drowned.

Geralt - Geralt comments that the victim was strangled.

Geralt Luring Monster

Geralt - Geralt says there is no item that could serve as bait.

Geralt - Geralt says that the bait is ready, he must now go away and wait.

Geralt Identifies Target

Geralt - Geralt says he probably knows what kind of creature he's dealing with.

Geralt - Geralt says that he has probably discovered all the interesting traces.

Geralt: I've got you here.

Witness Dialogue Library

Animalistic Sized Monster(Skellige)

Skellige Villager: *It wasn't big, more or less like a dog. But even a dog can bite pretty hard, let alone such a scarecrow.*

Skellige Villager: *The beast exuded terror that was unbearable. Although its size was as large as an ordinary dog at most.*

Skellige Villager: *Sir, at the withers this beast could compete with a horse!*

Skellige Villager: *Have you seen our horses? Well, it was like that, maybe even a bit bigger.*

Skellige Villager: *This creature, if it were harnessed to a cart, wouldn't even feel the weight! It was like a huge cart itself!*

Skellige Villager: *It was huge, sir, it was as big as a covered wagon. If you beat it, there would be enough meat for a regiment of soldiers!*

Skellige Villager: *Beware of this monster, Mr. Witcher. I've seen huts smaller than it.*

Skellige Villager: *Let me put it this way - this monster won't hide from you in a hut, because its back would stick out through the roof.*

Skellige Woman: *There was no time to look closely, but it was probably as big as a dog. Of those bigger dogs, I mean.*

Skellige Woman: *It was the size of my dog... But it wasn't my dog - don't think I'm stupid.*

Skellige Woman: *I don't know much about sizes, but this was definitely bigger than the horse's head.*

Skellige Woman: *It was like a horse. Like a big horse. No, no... like a medium horse. Like a horse, in general.*

Skellige Woman: *You're up against a giant monster, witcher. If you gave it wheels and an axle, it could act as a cart.*

Skellige Woman: *My husband has a wagon, a big one, covered. And this would barely fit in the wagon, or not at all. It was that big.*

Skellige Woman: *I've never seen anything bigger in my life. If it were next to a cottage, it could look inside through the leaky roof.*

Skellige Woman: *As big as a house, as big as a house, the monster was! It cannot be killed, sir, as big as a house!*

Appearance Clue(No Man's Land)

Velen Peasant - The man says that the monster had leathery, large wings.

Attack Time(No Man's Land)

Velen Woman - Woman says monster attacks at night

(two versions of this line were planned)

Attack Time(Skellige)

Skellige Villager: *Sometimes he attacked during the day, sometimes at night. It varied.*

Skellige Villager: *There is no rule when it attacks. Sun, rain, night or day - you can't guess.*

Skellige Woman: *Once he killed someone in the middle of the night, another time - around noon. It's obvious he doesn't care.*

Skellige Woman: *I once heard about the attack when I was doing laundry by a stream. Another time - after dinner, when it was already dark.*

Skellige Villager: *Up until now the attacks were only during the day. All of them.*

Skellige Villager: *It has never happened yet that someone fell dead otherwise than during the day. From a monster, that is.*

Skellige Woman: *I don't remember it ever attacking after dark.*

Skellige Woman: *I think the moon scares this monster away. It only wanders around during the day.*

Skellige Villager: *He plays at night and never comes out before dusk.*

Skellige Villager: *He always waits until dusk and soon after that he reaches out for people. Or whatever he has.*

Skellige Woman: *Oh, our beast doesn't like the sun. It prowls after dark.*

Skellige Woman: *As soon as the sun goes down, you can expect dead bodies.*

Skellige Villager: *This creature has some instinct that tells it to kill in the middle of the night.*

Skellige Villager: *It always falls on a person at night. And the deepest night, when the moon is already shining at the top of the sky.*

Skellige Woman: *From what I know, it attacks at night, because in the morning we find the victims already cold.*

Skellige Woman: *Fortunately, it only attacks at night. So after dark, we bolt our doors and windows and wait for dawn.*

Attitude (Skellige)

Skellige Villager: *He looked like he was thirsty for blood. Like some madman!*

Skellige Villager: *It was impossible to drive the beast away. People threatened it with pitchforks, and nothing!*

Skellige Woman: *He acted as if he wasn't afraid of anything. Hardy and ready to fight, that's what he was!*

Skellige Woman: *He wanted to jump at people's throats right away! As if he had eaten mad.*

Skellige Villager: *He was clever. He took people to get tired, waited for weaker moments. And then he attacked.*

Skellige Villager: *He always waited for the right moment. He had quite a head for a monster.*

Skellige Woman: *He attacked weak victims. He knew what he was doing.*

Skellige Woman: *He chose such places so as not to make too much noise. A clever guy.*

Skellige Villager: *He waited, as if hesitating. He was cautious.*

Skellige Villager: *He was watchful, I would say. He tested the ground before every move, distrustful. A bit like you, witcher.*

Skellige Woman: *He moved as if he was walking on thin ice. Very carefully.*

Skellige Woman: *First he always made sure if he could do it, if he could reach or jump. No sudden movements.*

Behavior(Skellige)

Skellige Villager: *He was lurking, sir, on the edge of the light. And so he waited, watched.*

Skellige Villager: *He slipped between corners, in narrow spaces. He avoided human eyes.*

Skellige Woman: *When he was well hidden, he was almost invisible. A bit shy, as for a monster.*

Skellige Woman: *He wasn't aggressive, rather calm, crouching. But don't let appearances fool you - this is a deadly dangerous animal!*

Skellige Villager: *It comes out of nowhere, witcher! One moment there's silence, and the next a monster jumps on your head!*

Skellige Villager: *You could say he sets traps for people. He jumps out of the blue and - boom! - you're done for.*

Skellige Woman: *No one has ever seen him before he attacks. He hides, all scared up. Then he jumps out when you look away.*

Skellige Woman: *Have you ever seen a spider catch a fly? This beast is the same - first it hides, waits motionless, and as soon as you enter where it wants - you're done for!*

Skellige Villager: *People say it's some kind of demon - first it lures them to itself, then it hurts them.*

Skellige Villager: *This monster is one of the worst - it doesn't attack first, it just draws you towards itself, as if with some kind of charm.*

Skellige Woman: *The creature, instead of scaring people away, attracts them. You see for yourself, witcher, that even our monsters are strange.*

Skellige Woman: *I've heard of monsters that spit acid, breathe fire... but this one charms people to come to him. Like puppets.*

Skellige Villager: *I saw him shuffling around the area, from tree to tree. As if he was looking for yesterday.*

Skellige Villager: *Many of our guys saw him out of the corner of their eye, in the distance. He was always crawling somewhere. As if he had pinworms in his ass.*

Skellige Woman: *He wanders here and there, seemingly aimlessly. But to me, he's patrolling the area, looking out for tasty morsels.*

Skellige Woman: *It's hard to even say where to look for him. People see him all over the area.*

Skellige Villager: *Be careful, witcher, lest you turn from a hunter into the hunted. The monster is patient - it tracks people before attacking, sometimes for hours.*

Skellige Villager: *It's as cunning as a weasel. First it spots its prey, then it tracks patiently, and only when the opportunity arises - it strikes!*

Skellige Woman: *We are to him like deer to a wolf! He hunts us like some animals!*

Skellige Woman: *He follows you step by step, and you will neither see him nor hear him. Until he himself wants it.*

Humanoid Size Monsters(Skellige)

Skellige Villager: *The creature was no bigger than a child. But what it lacked in size, it made up for in monstrosity.*

Skellige Woman: *It reached up to a man's waist, maybe a little higher.*

Skellige Villager: *It was so big that it could hit you in the ribs from the head.*

Skellige Woman: *It's small, it grows to an adult's chest. It's probably easy for him to hide.*

Skellige Villager: *It was the size of a short man. But it definitely wasn't a man.*

Skellige Villager: *He was shorter than you or me. But definitely taller than, let's say, a kid.*

Skellige Woman: *If you hunch over properly, you'll be as big as this monster.*

Skellige Woman: *The monster could match you, witcher. At least in size.*

Skellige Villager: *It was as big as you are, if you were, let's say, shortened by a head. With all due respect.*

Skellige Villager: *It would barely fit through the door, it was so high.*

Skellige Woman: *Man, he would have made a decent warrior. He was taller than me by a head or two.*

Skellige Woman: *There was a big... something between me and you. No, more like you. Exactly like you, when I think about it.*

Skellige Villager: *Don't think, witcher, that I chickened out in front of some tramp. It was huge, probably three times taller than me! I had no chance.*

Skellige Villager: *This cannot be forgotten. It was a huge beast, like the giants from legends.*

Skellige Woman: *Imagine a horse, then put another horse on it. And that was even bigger.*

Skellige Woman: *It was taller than some trees, it would fit under a small mountain.*

Movement(No Man's Land)

Velen Peasant - The man says that the monster moved by floating above the ground.

Movement(Skellige)

Skellige Old Man: *The man says the monster moved slowly and heavily on its legs. (two versions of the line were planned)*

Skellige Old Man: *The man says that the monster moved by walking on legs. (two versions of the line were planned)*

Skellige Old Man: *The man says the monster moved quickly, walking on its feet. (two versions of the line were planned)*

Skellige Old Man: *The man says that the monster ran very fast. (two versions of the line were planned)*

Skellige Old Man: *The man says that the monster could fly. (two versions of the line were planned)*

Skellige Old Man: *The man says that the monster moved by jumping. (two versions of the line were planned)*

Skellige Old Man: *The man says that the monster moved by floating above the ground. (two versions of the line were planned)*

Skellige Old Man: *The man says that the monster walked fast and could swim. (two versions of the line were planned)*

Skin(Skellige)

Skellige Villager: *I remember the skin best. Hard, unpleasant. Horny like a cobblestone road.*

Skellige Villager: *His skin was covered with lumps and calluses like old stone.*

Skellige Villager: *The beast had such smooth skin that all the veins were visible underneath.*

Skellige Villager: *Veins bulged beneath his skin, which was so smooth it was slippery.*

Skellige Villager: *His skin smelt of rottenness, making your stomach turn.*

Skellige Villager: *If you saw this dirty, rotting skin, you would be rooted to the ground, I'm telling you.*

Skellige Villager: *Horribly pale, fat, as if he bathed in olive oil. Brr, I don't even want to think about it.*

Skellige Villager: *His skin looked as if he had never seen a sunny day. Pale and fat as cottage cheese.*

Skellige Villager: *She can compete with a snow monster, she's so white.*

Skellige Villager: *His skin glows the whitest white. Like a slob that has never seen the sun.*

Skellige Villager: *It reminded me of cracked earth. Dead earth, where nothing will ever grow again.*

Skellige Villager: *Pigs that walk around in the dried mud have skin like this mangy bastard.*

Skellige Villager: *Maybe it's some kind of bird? Because it seems to be rustling its feathers.*

Skellige Villager: *You won't believe this, but I had the impression that this thing had feathers.*

Skellige Villager: *Disgusting! Nasty, rough beast! Like tree bark or something! Get rid of it, because I'm afraid to leave the house!*

Skellige Villager: *His skin looks like it's made of gravel, rough, and it's arranged differently in every place!*

Skellige Villager: *It reminded me a bit of an insect because its skin was made of tiny plates.*

Skellige Villager: *Armor, I only remember armor made of plates. They overlapped and crunched so terribly!*

Skellige Villager: *It had something of a fog or smoke feel to it, you could almost see through it.*

Skellige Villager: *She's definitely not from this world, with her skin, as transparent as a fish bladder.*

Skellige Villager: *Call me stupid, but I saw scales on its back! If it's a fish, let it run back into the water and stop scaring people!*

Skellige Villager: *Something about it reminded me of a reptile, although... I know, scales! It was covered in scales like a snake or a fish!*

Skellige Villager: *I was quite scared, I won't deny that. But when the monster raised its bristles, it looked even bigger than before!*

Skellige Villager: *He's all matted, knotted and generally has a terrible fur!*

Sound(Skellige)

Skellige Villager- Man tells Geralt that he heard the monster roar (two versions of the lines were planned)

Size(No Man's Land)

Velen Woman- The woman says that the monster she saw was similar in stature to a small human.

Reward Giver Dialogue Library

Geralt has the following library of lines and debug descriptions of line for turning in the monster contract:

Geralt: *Hello again.*

Geralt: *The problem is over, the monster is slain.*

Geralt: *The monster is dead, as I promised.*

Geralt: *I took care of the monster we talked about.*

Geralt: *The area is safe again. I got rid of the monster.*

Geralt: *The monster won't hurt anyone anymore. I've taken care of it.*

Geralt says that he killed a monster living in the area and comes for payment.

Geralt says that he dealt with the beast haunting the area and is coming for his reward.

Geralt says he comes regarding an announcement, he has a trophy of a beast for which a reward was offered.

Geralt says that there should be no more problems with the monster for which the bounty was set and that he expects a reward for fulfilling the contract. :

The following random reward givers are featured each with a unique response line

Skellige Old Man - The old man admires the trophy with interest and slight fear. However, he is very pleased that they will no longer have problems with the monster. He pays Geralt his reward.

Skellige Old Man: *Thank you, witcher, for restoring us peace.*

Skellige Man - The man wonders how many more innocent people would have lost their lives if not for the witcher's solid work. He thanks Geralt and pays the reward.

Skellige Man: *Well, I understand that! Honest work deserves honest pay.*

Skellige Villager - The man thanks the witcher for killing the monster, he says that you can recognize a professional right away. He pays Geralt his reward.

Skellige Villager - The man comments on the trophy brought by the witcher and gives him a reward.

Skellige Villager: *Thank you! I thought we would live in fear until we die!*

Velen Old Man - A man curses at the sight of a trophy of a killed beast, pays the witcher a reward.

Velen Old Man - The man wonders where in the world such monstrosities come from. He states that the master witcher earned his payment and pays Geralt his reward.

Velen Old Man: *They rightly say about witchers that they may be mutants, but they keep their word. You will not miss the reward.*

Velen Man - The man says that changeling or not, witchers know their job like few others. He pays Geralt his reward.

Velen Man: It's good that you can be relied on, witcher. There aren't many of those around here lately.

Velen Peasant - The villager curses at the sight of the trophy brought by the witcher, and says that the entire neighborhood is eternally grateful to Geralt for his help.

Velen Peasant: *Good! That will teach the other monsters not to stick their heads out of bed. Good luck to you!*

Novigrad Rich Man - The man looks at the trophy with interest and then pays the witcher the reward.

Novigrad Rich Man - The man wonders if the trophy will start to stink badly. He congratulates Geralt on a successful hunt and pays the well-deserved reward.

Novigrad Rich Man: *It's a shame I had to reach for the Witcher. But as my butler says: to clean, you have to get dirty.*

Novigrad Guard - The man grimaces and tells the witcher to take the remains of the beast from him, he trusts Geralt that he did a good job. He pays the witcher his fee.

Novigrad Trader: *Ha, I see the Witcher is a golden investment! More of these would be useful, there would be demand for you!*

Novigrad Trader - The man says that he did not expect the contract to be completed so quickly and efficiently. He thanks the witcher and pays the promised reward.

Novigrad Old Man: *You are one of the few decent ones in this sea of scum! May luck be with you!*

An encounter with Wolves - E3 2013

Custom Monster Hunts

The following are the custom monster hunts created for this system. Most were redeveloped into the Witcher Contract seen in the final game.

mh_201_cave_troll

This is the first example of a custom monster hunt built on the Monster Hunting System. It was eventually developed into the *Contract: Missing Miners* quest in the final game.

Opening
Geralt is given a contract by a Village Elder to go investigate some miners who disappeared near a gold mine they were working at.

Twist
Geralt notices a gold mine and the miners who have entered the monster's cave to extract it, disturbing the creature's peace. Not everything is as it seems.

The Bone Chewer
Upon entering the mine, Geralt discovers a rock troll. The troll aggressively comments that another human has broken into his home. He says he'll teach him not to do that.

Geralt can tell the troll that his last hour has come and attacks him.

Geralt can alternatively say he just wants to talk and calms the troll down. He asks what happened to the miners who came to his cave earlier. The troll says that they started breaking down the walls of his house, and when he approached them and asked them to stop, they attacked him with pickaxes. Geralt asks if everyone is dead. The troll says they wounded him, he got angry, he killed two of them on the spot, he caught up with the third one in the forest near the tents.

Geralt can tell the Troll to move somewhere else. Geralt says that people want gold, the deposit of which is located in the troll's cave, if the troll moves they should not disturb him. Troll comments on human behavior and agrees to move somewhere else. Says goodbye to the witcher.

Geralt can also say that people only have themselves to blame. He says goodbye to the troll and apologizes for invading his home.

Reward Giver
If Geralt killed the troller, Geralt greets the village elder and says he brings proof of killing the Bone Chewer. The village elder is excited about the news. He thanks the witcher and says that he did him a really great favor. Geralt asks if the man

wants to know what happened to his people. The elder says he guesses they died in the cave. He says too bad. He gives the witcher his payment and says goodbye.

If Geralt told the troll to leave then Geralt greets the village elder and says that if he wants to send more people to the cave, he can do so without any worries. The elder is surprised. He asks if the witcher killed the beast. Geralt replies that no, but the troll no longer lives there. They can eat as much gold from the cave as they want. The elder reluctantly thanks the witcher and gives him a small reward for the facts.

Geralt: *You can send people to the cave again. They are no longer in danger.*

Elder: *How so? You paid back the Ruminant with a handsome one?*

Geralt: *There was no need. The troll you call Bone Chewer agreed to move somewhere else.*

Elder: *The wolf is sated and the sheep is whole... Let's just hope this troll doesn't change his mind. But okay, I'll give you something for your trouble. Now go away!*

If Geralt left the troll alone then Geralt tells the village elder that his miners sent to the troll cave are dead. The elder asks what is happening with the beast living in the cave. Geralt says the troll is fine. He advises the elder to stop trying to get the gold from the cave. The troll is not bothering them and they should leave it alone. The elder curses at the witcher and tells him to go away, threatening to set dogs on him.

mh_202_nekker_warrior

This quest likely became *Contract: Strange Beast* in the final game

Opening

Geralt says he's hunting Old Digger. The witcher heard the man can tell him something about him. There were two versions of this line planned.

The Monster

There are no details about Old Digger other than he was a Nekker Warrior.

Reward Giver

Geralt greets and says that the nekker, whom the stonemasons called Old Digger, should no longer be a problem for them. The quarry chief is happy to hear this news. He says they will make Geralt a statue depicting his fight with the nekker. Geralt resignedly replies that payment in gold will be enough. The quarry chief is disappointed, thanks Geralt and gives him his payment.

Geralt: *Old Digger was no luckier than any other nekker I've seen. He won't bother you anymore.*

Quarry Chief: *That's what I expected! We'll forge a statue for you, witcher. It will depict you grappling with Digger.*

Geralt: *I haven't gone that crazy yet. I'll settle for gold.*

Quarry Chief: *The opportunity of a lifetime just slipped away from under your nose. But whatever you want.*

mh_203_drowned_dead

This quest likely became *Contract: Muire D'yablen* in the final game.

Opening

Geralt greets the shipwright. Geralt asks what the shipwright can tell him about the reward for the Bay Monster. The shipbuilder says that the beast appeared a few months ago. During that time it killed a few fishermen, it appears in various places, but most often near the wrecks in the bay. He says that several people have seen it, he names three men that the witcher should talk to. Geralt thanks him and says he will see what he can do.

The Monster

It is unknown what the fight was like other than the fact that it was a Drowned Dead. The Drowned Dead in this version of the game was likely to be its Witcher 1 version rather than the reskinned drowner we see in the final game.

Reward Giver

Geralt says that he got rid of the Bay Monster, which turned out to be a really overgrown Drowned Dead. The shipbuilder comments on the trophy dripping with stinking slime. He says that as long as he lives he has never seen anything like this so close to Kaer Trolde. He thanks Geralt and pays him the promised reward.

Geralt: *I killed the bay monster. It looks like the scythe hit the stone.*

Shipbuilder: *Good job. This damn thing stinks...*

Geralt: *He's a drowner, only exceptionally overgrown. He didn't smell any better when he was alive.*

Shipbuilder: *It's good that you happened to us. Here's your reward. Go ahead, take him away from here...*

This version of the conversation plays if Geralt killed the monster without taking the contract first. Geralt says that the shipbuilder should know that the witcher killed a really big Drowned Dead near Kaer Trolde. The monster was feeding on one of the wrecks. The shipbuilder says with surprise that it looks like the witcher killed the Bay Monster himself. He had been bothering people in the area for several months, a reward was put on his head and it looks like Geralt deserves it.

mh_204_leshy

Opening

Geralt greets the priestess and asks about the job advertised on the board. Freya's priestess greets the witcher and says that it seems that Freya has finally smiled on the inhabitants of Hemmingur by sending a monster expert. Geralt says that it remains to be seen and repeats the question. The priestess tells us that people have started to disappear in the druid forest to the east. The forest has always been dangerous, but lately something is trying to scare the villagers away from it. A few people who were lucky enough to escape in time told of a monster among the trees, which they called the Evil One. Geralt asks if anyone has seen the Evil

One. A priestess from the name of two men, villagers who supposedly saw the Evil One. Geralt thanks her for the information and says he will see what he can do.

The Monster
It is unknown what the fight was like other than the fact that it was a Leshen.

Reward Giver
Geralt says that the task has been completed. The leshen who killed the villagers entering the forest is dead. Geralt wonders what he had against the inhabitants of Hemmingur. Freya's priestess says that whatever it was is already in the past. The priestess thanks the witcher, blesses him and gives him the promised payment.

Geralt: *I got rid of your Evil One. It's a Leshy that the Hemmingur residents stepped on with something.*

Priestess: *Whatever they did to anger him, it's all in the past now. Thank you, witcher. You deserve your payment and the goddess's blessing.*

mh_205_leshy_woodcut

Opening
Geralt is contracted by the head of a lumbermill to investigate some missing woodcutters.

Monster
Monster is a Leshen who killed the woodcutters.

Reward Giver
The head of lumbermill says they haven't received deliveries or information from lumberjacks for a while. He thanks the witcher and hands them the reward.

Geralt: *They were killed by a leshy. I got rid of the monster, so maybe you should send someone to take the Himmers' bodies from the trees.*

Miller: *They started logging near the leshen's territory. He came to the sawmill and killed them.*

Miller: *The Himmers never complained about monster attacks.*

Geralt: *The leshy is one of the most territorial creatures. It mercilessly murders even those who pass by its land.*

Miller: *I was wondering why the wood deliveries were delayed. Dog blood, now I know... It's good that you avenged them, and the leshy is worth the reward.*

mh_206_fiend_ruins

This contract eventually became *Contract: Missing Son* in the final game.

Opening

This contract can only start when Geralt comes across the fiend's lair.

Lair

Geralt comes across the fiend's lair. There might still be living people in the fiend's lair. He has to find them.

Monster

Geralt fights the fiend. At some point, Geralt, tired after the fight, nervously states that the fiend has escaped. He is probably licking his wounds in his lair. The witcher should track him down. Geralt tracks the Fiend down to the bridge and kills it there.

Prisoners

Geralt returns to the lair to find the fiend's prisoners. In there he finds one dying man.

Geralt: *Calm down, I need to see your wounds.*

Warrior: *Heh, heh...*

Geralt: *Nasty injuries. Fatal.*

Warriors: *My... go to her...*

Geralt: *Do you want me to go somewhere? To a woman?*

Warrior: *My wife... In Larvik, whitewashed fence... Tell her, khe, khe...*

Geralt: *I'm listening to you. Speak calmly.*

Warrior: *You have to tell her that she was right... It's very important...*

Geralt says he will deliver the message if he can. The man thanks the witcher in a very weak voice and dies shortly afterward.

Reward Giver
Geralt finds someone to say that he's killed the Fiend.

Geralt: *Near Kaer Trolde a fiend killed camping warriors. I got rid of the beast, but it was too late for them.*

Skellige RG: *Crach sent a patrol to check why travelers were disappearing in that area. Dog blood, do you have any proof?*

Geralt: *I gouged out his eye.*

Skellige RG: *Huge beast! I've never heard of demons in these parts.*

Geralt: *I also haven't heard of fiends on Ard Skellig. This one could have been summoned.*

Skellige RG: *What does it mean?*

Geralt: *Fiends are not sentient, but they are very susceptible to magic. Even an inexperienced wizard can learn to control them and use them to kill.*

Geralt: *It was a solitary male. Old fiends often travel great distances to find new territory away from others.*

Geralt: *In new territory they kill all creatures that may threaten them. They like tender meat, the stench doesn't bother them, so there are always corpses in their lair.*

Skellige RG: *Dog blood, I'll send someone to that place. Thank you for your help, you deserve a reward.*

mh_208_forktail

Opening

Geralt is given a contract to hunt the Lizard of the Eastern Shore

Witness

Geralt turns to the man or a woman and says that he is hunting the Lizard of the Eastern Shore and he heard that the man saw him.

Monster

The monster is a forktail. Geralt kills it.

Reward Giver

Geralt greets the village elder and says that the Lizard from the Eastern Shore will no longer cause problems. The old man, seeing the trophy, says that it is a real dragon, he has never seen a dragon in his life, and there was one living just across the river. Geralt replies that it is a Forktail, if it was a real dragon that attacked the village for some reason there would be nothing to collect. The elder asks if there can be more lizards like this. Geralt replies that it happens, but not very often. He must have been provoked, or he felt threatened, they usually avoid people. The elder thanks the witcher and pays him a reward for the beast.

mh_209_fogling

Opening

Geralt greets the old fisherman and asks about the contract on the Night Strangler. The fisherman says that the Strangler first appeared quite recently, attacking travelers returning from Arinbjorn. A few people escaped with their lives then. But since then, more and more people have died in the forest, and then they were found strangled, hence the name of the beast. Geralt asks about

the people who survived the first Strangler attack. The fisherman names three villagers, two women and a man. Geralt thanks you for the information, he will see what to do.

***Geralt**: I've heard about the Night Strangler. I think he could use a meeting with a witcher.*

***Old Fisherman:** You're right. The monster won't let us rest. It first attacked travelers who were returning from Arinbjorn. And then there were more attacks.*

***Geralt:** Did anyone survive?*

***Old Fisherman:** Ask about Birgit, Sanna and Ruben. They survived the first attack.*

Witness
Geralt turns to a man or woman, says that he has accepted a contract to kill the Night Strangler and has heard that the interlocutor can tell him something about him. There are two versions of the dialogue.

Monster
Monster is a fogling. Geralt kills it.

Reward Giver
Geralt greets the old fisherman, and says the task is done. Their Night Strangler was a fogling. Rybak basically asks rhetorically where such horrors in the world come from. Geralt replies that they are from other worlds. Mostly ones they have never dreamed of. The fisherman says that it might be better. He thanks the witcher and pays the well-deserved reward.

***Geralt:** I completed the mission. Your Night Strangler was a fogey. A damn strong one.*

***Old Fisherman:** Well, look, witcher... Where do such horrors in the world come from?*

Geralt: *These are post-conjunction creatures. That means they got tangled here from other worlds. Ones we haven't even dreamed of.*

Old Fisherman: *And in these worlds everything looks like him? I really prefer not to dream about them. Either way, your effort deserves a reward.*

If Geralt has already killed the monster then Geralt greets the old fisherman and tells him that it looks like he's found the Night Strangler for whom there's a bounty. The fisherman is intrigued. He asks what the witcher brings with him. Geralt says he killed an exceptionally strong fogey in the forest. These creatures are known to lure and strangle their victims. The old fisherman agrees with the witcher, it must be their Night Strangler. The fisherman says he expected some abomination from the twisted forest, but this thing is also nasty. He pays Geralt a reward according to the contract.

Geralt: *I'm coming for the Night Strangler reward.*

Old Fisherman: *You killed a freak? What was that?!*

Geralt: *Fogling. A species known for luring and strangling victims. But this one was exceptionally strong.*

Old Fisherman: *I was expecting something from the warped forest. But what you described really sounds like our Strangler. A promise is a promise, a reward is due.*

Witcher Contracts

At some point in 2013, CDPR scrapped the Monster Hunting System and instead started adapting the custom hunts into the Witcher Contract quests seen in the final game.

Skellige

mh201_cave_troll

This is the custom hunt **mh_201_cave_troll** expanded into a standalone quest, when it was decided to create standalone custom witcher contracts that did not depend on the shared pool of lines and structure from the now cut randomized system.

The standalone version of the quest appears to be far more similar to the final version.

Opening

Geralt is given a contract by a Village Elder to go investigate some miners who disappeared near a gold mine they were working at.

Twist

Geralt notices a gold mine and the miners who have entered the monster's cave to extract it, disturbing the creature's peace. Not everything is as it seemed.

Wham-a-wham

Upon entering the mine, Geralt discovers a rock troll. The troll aggressively comments that another human has broken into his home. He says he'll teach him not to do that.

Geralt fights the troll for a bit and it eventually calms down and wants to talk. He asks what happened to the miners who came to his cave earlier. The troll says that they started breaking down the walls of his house, and when he approached them and asked them to stop, they attacked him with pickaxes. Geralt asks if everyone is dead. The troll says they wounded him, he got angry, he killed two of them on the spot, he caught up with the third one in the forest near the tents.

Geralt can say that he can't let Wham-a-wham get away with it and proceed to kill him.

Geralt can alternatively say that the people were asking for trouble so he'll let it slide this time but next time Wham-a-wham whams someone he will come and cut off his head.

Reward Giver
If Geralt killed Wham-a-wham, Geralt greets the village elder and says he brings proof of killing the rock troll. The village elder is excited about the news. He thanks the witcher and says that he did him a really great favor. Geralt asks if the man wants to know what happened to his people. The elder says he guesses they died in the cave. He says too bad. He gives the witcher his payment and says goodbye.

If Geralt left the troll alone then Geralt tells the village elder that his miners sent to the troll cave are dead. The elder asks what is happening with the beast living in the cave. Geralt says the troll is fine. He advises the elder to stop trying to get the gold from the cave. The troll is not bothering them and they should leave it alone. The elder curses at the witcher and tells him to go away, threatening to set dogs on him.

mh202_nekker_warrior
This contract eventually became *Contract: Strange Beast* but in its initial standalone form it was an extension of the original version from the previous system. It was rewritten in 2014.

Opening
Geralt speaks to an old man about a contract. Geralt says he is here about a monster they called "Scallop". The old man says that it would be good if Geralt kill him, no one here will miss him. People stopped going into the forest, and there were still more victims. Geralt can ask why they call the monster "Scallop". The old man says he hasn't seen it himself. But they say that a mole burrows underground... Only it has teeth like a shark.

Geralt can then accept the job, negotiate the pay, or decline the job. Upon accepting, Geralt asks who can tell him more about the monster. The old man says those who met him and survived can help. Stevald, Elias and Hilmer. Geralt will probably meet them near the forge - they hang around there when they have nothing to do.

Witnesses
Geralt greets each man and asks about the monster "Scallop". One of them says he hasn't seen it himself, but he recalls Hakan was talking about it before that bastard got to him the second time.

Another says someone supposedly saw him there, but that he only heard him. He thinks it was a Przegrzebiec, because what else would be roaring in the forest. Geralt asks where the roar was coming from. The man says he ran off into the forest after a stupid goat. Then something flashed... And he heard this kind of roar and turned around. Geralt says the monster probably wanted to chase him away from its territory. He asks if the goat is still whole. the man replies that the goat came back without a scratch.

The last one says he saw the monster and that he will explain everything. The was in the forest collecting mistletoe for the druids when he spotted the monster. Geralt asks what Scallop looked like. The man replies that he's short, like a child. But don't be fooled... Because he's as strong as a horse, and his claws are sharp. Geralt asks for more information. The man say the monster was bald... And his skin was black, as if he had been rolling in tar... Geralt thinks he knows what the monster is and thanks the man.

Monster
The monster is a Nekker Warrior. How the fight would have gone is unknown.

Donar
Geralt can actually go and get an extra reward from Donar for killing the monster. It is not clear what this would have been.

Reward Giver
Geralt returns to the old man for his reward. Alternatively, Geralt can find and bring him the monster without having picked up the contract originally.

Geralt says that for future reference they call the monster a "Nekker Warrior" on the Continent. The man tells Geralt to call it what he wants and gives him the reward. Geralt notices that the man is ripping him off. The old man asks if Geralt will really argue over a few coins. Geralt can either threaten to hurt the man, demand payment, or make a snide remark and leave. The first two options both will give Geralt his full reward.

mh203_drowned_dead

This is the initial standalone version of the contract that eventually became *Contract: Muire D'yaeblen.*

Note: There is a later revision to this quest where the monster was changed to a Water Hag

Opening
Geralt approaches the boat builder and says that he is here about the Bay Monster. The boat builder says that the monster pulls people off the boat. Then the sea throws them onto the beach - without arms, without legs. And so it is every day.

Geralt asks if it wouldn't it be better to hold off on fishing until someone solves the problem. The boat builder says no because if they don't catch enough fish now, it won't be the monster that kills them in the winter, but hunger. The boat builder asks if Geralt wants to take the contract.

Geralt can either agree to take the contract, negotiate the payment, or decline.

After he accepts, Geralt asks if there are any witnesses he can talk to. The boat builder says there were Leif, Bruno, and Govert. They are on the quayside. Their boat has recently returned from fishing… Lighter by part of the crew.

Witnesses

Geralt can go and speak to each of the three witnesses. He tells the first that he is hunting the Bay Monster and that he heard that the man has seen it. The first says that the rumors are true, he saw it. But the fact that he ran away from him is a lie, and he'll punch anyone who says so! Geralt says that he doesn't doubt the man's courage. He asks what this monster looked like. The man says he saw him for a moment before he splashed into the water. It looked like those monsters his daughter draws with charcoal and says it's her dad. It looked exactly like a human being. Except it was slimy in appearance and bloated like a fish bladder. Geralt thanks the man.

The second man says he can tell Geralt how it was. It crept up so quietly that he didn't hear it until the last moment... Geralt asks the man how he survived. The man says there was a splash and something struck him that there were no such big fish in the shallows. He turned around and set the oar. It would have probably been his end, but his sons jumped out of the boat with harpoons and I think the creature got scared. Geralt says that the man was very lucky.

Geralt ask the third man about the bay monster. The man says he saw it lurking behind a rock. But he wasn't tempted to get into the water and go say hello. Geralt says it was a very sensible decision and asks the man if he remembers what the monster looked like. The man says he only saw its blue paws, which it used to hold on to the rocks. They were swollen, as if he had been gutting fish for three days. Geralt asks if those rocks were in the shallows. The man says it was squatting there like a peeing woman, waiting for some unfortunate soul to come close to the shore. Geralt says that he'll make sure the monster doesn't show up around here any time soon.

Monster

The monster is a large drowned dead(Witcher 1 like). Geralt kills it.

Reward Giver
Geralt returns to the boat builder and presents the monster's head. Alternatively he can bring him the monster's head without having taken the contract in the first place. The man asks if Geralt really had to bring that stinker to him and then pays him. Geralt is getting ripped off again. He can choose to question that man's honor, threaten him, or punch him.

Questioning the man's honor will piss him off and he says that a hired mutant won't teach him about honor. He tells Geralt to take the money and go.

When threatening the man, Geralt says that witchers kill more than just monsters. The man says that it's just empty threats. Geralt won't attack him in front of everyone. Take the bag and get out.

The only way to get the full payment is to punch the man after which Geralt demands and gets the full payment.

mh_204_leshy
This is the standalone version of **mh_204_leshy**. It was completely removed from the game after 2013.

Opening
Geralt sees a Priestess of Freya about a contract. The priestess says that the goddess sent Geralt to her. Geralt says he hasn't contacted the goddess, but I saw the ad... She has a problem with some monster, right? The priestess says that's right... Ma lies in the forest to the north. The locals call him Treherd. Geralt asks about the name. The priestess replies that in their language it means the same as Shepherd of Trees. But she would give him a different name... Murderer. He's already killed six lumberjacks... And just wait and see how more will die.

Geralt can agree to take the contact, negotiate the reward, or decline it. If Geralt accepts then the priestess instructs him to speak with Grim and Ingmar. They know the most about the monster... Maybe they can help Geralt somehow.

Witnesses
Geralt goes to speak to each man. Geralt asks if the first man knows anything about Treherd. The man says it was like this… they were cutting down ash trees for masts. He blunted his axe so he went back to the camp to get a new one… And then Treherd flashed in the fog, he was heading towards the felling. A moment later I heard shouts… Geralt ask what the man did. He wanted to go back, help his companions… But his legs got tangled in the roots, he couldn't get out. It was as if… Geralt finishes the sentence with "It's like the forest came alive".

Geralt asks the second man about Treherd. The man thought it was going to kill him… But it must have seen that I was carrying only dead wood, that I hadn't cut anything… And it let go. Geralt asks if the man saw the monster itself. The man says it blocked his way as he was returning from the forest with brushwood. Tall, with foot-long claws… And instead of a face, he had a horned skull…

Monster

During his investigation Geralt comes across a cart. The cart was attacked by a Leshen, its owners fled into the forest, where they were caught and killed. Geralt can view the cart without having an active quest, even after killing that particular Leshen. Geralt notes something threw this cart like a toy. The people managed to escape. He wonders how far.

Geralt fights and kills the Leshen.

Reward Giver
Geralt tells the priestess that Treherd is dead. The priestess responds that he who kills innocent people deserves death. Geralt then says that he needs the money. The priestess says she didn't mean to cheat him. She hands Geralt the money and says that he can count it.

mh_205_leshy_woodcut
This is the standalone version of **mh_205_leshy_woodcut**. It was likely redeveloped into the minor quest *The Abandoned Sawmill*.

Opening
This quest has an unconventional opening. It only starts once Geralt comes across a sawmill that was abandoned in a hurry. He finds a Leshen there who he fights.

Reward Giver
Geralt finds a nearby boat builder. Geralt tells him that he came across an abandoned sawmill. It was obvious that the people had suddenly disappeared, so Geralt thought that this could be a job for him... And he was right. The boat builder replies, *"Himmer Brothers Sawmill? Dog Blood, Did Something Happen to Them?"* Geralt says they were killed by a Leshen. He got rid of the monster... But someone still has to take the bodies off the trees. The boat builder says he'll take care of it. They were honest people, they deserve a proper funeral... And Geralt deserves a reward. He gives him a reward.

Encountering a Leshen - E3 2013

mh_206_fiend_ruins

This was actually the very first independent contract that CDPR experimented with. It was actually designed within the old system as an experiment. This is the second iteration which adds some emotional flavor to the quest.

Opening
Geralt tells an old man named Odhen that he's seen his notice that he is looking for his missing son. Odhen appreciates Geralt's appearance saying that he was about to go look for him himself. Geralt asks what the old man thinks happened to his son. He refused to tell the Odhen anything, just assured him he'd be back in days, richer than a jarl. It's been a fortnight, no sign of him. He started runnin' 'round with some rabble from Faroe, and it's common knowledge only thieves and blackguards live on Faroe. If Geralt had seen those mugs… Tis an evil place. Ages ago Jarl Genry, in a fit of jealousy, buried his wife alive there, bricked her up in a wall. Seeing as he has trouble walking, Odhen thought if Geralt is heading east, he could search for him along the way.

Geralt can either accept or decline the contract.

The Monster
Geralt encounters the Fiend in some ruins and fights it but the monster runs away. Geralt, tired after the fight, nervously notices that the fiend has escaped. Probably licking his wounds in his lair. The witcher should track him down.

The Lair
Geralt finds that the Fiend retreated to its lair. Geralt says something like: "Got it!", "There you are, bastard!" etc. After killing the monster, Geralt says that he should tell the villager what happened and take him the trophy of the fiend as proof that the beast was killed.

The famous screenshot of Geralt casting Igni at the Fiend in the ruins - E3 2013

Reward Giver

Geralt tells Odhen a fiend attacked his son and his friends. They didn't stand a chance. Sorry to say his son's dead. Geralt killed the fiend. Odhen is safe to go bury his son, if that's his wish. Odhen thanks Geralt for his kindness. He says he has no one left and gives Geralt his reward. He tell Geralt to leave him to his grief as he begins to cry.

mh_208_forktail

This is the original standalone version of *Contract: Dragon*. The primary difference is that there was no sheep bait section and instead of autopsying two brothers to identify the monster Geralt has to interview two living witnesses

Opening

Geralt speaks to an old man about a contract. The old man insists that the monster is a dragon however Geralt is skeptical and insists that it may have flown in from somewhere. The man insists it's their dragon. Local. If Geralt wants to know more about it, he should talk to Alrik and Vendela, they saw it kidnapping animals. They both live in the eastern part of Fyresdal.

Geralt can then accept or decline the contract.

Witnesses
Geralt can then interview Alrik and Vendela.

Geralt tells Alrik that apparently the dragon is hunting people on the Eastern Bank and now he's hunting the dragon. Geralt asks if Alrik knows anything about it. Alrik says yes they have a dragon here. A huge, winged dragon breathing fire! It could easily take a horse into the air. Geralt asks if he really was breathing fire. Alrik admits he wasn't breathing fire but could have if he wanted to. Geralt asks if the dragon attacked the village. Alrik admits that the dragons didn't but he killed a few people who went to the east side of the river. Geralt thanks Alrik and leaves.

Geralt asks Vendela if she knows anything about the dragon. Vendela says she saw him. He had a mouth full of huge teeth, probably several rows of them, like a shark's. And strong hind legs, but he had no front legs at all. Geralt asks her what else she remembers. The scales on his back glistened in the sun. And he had strong hind legs, but no front legs at all. Geralt says he thinks he knows what he's dealing with and thanks her.

Investigation and Fight
Geralt investigates and finds out that the "dragon" is a forktail and he tracks him down and kills him.

Reward Giver
Geralt tells the old man that he's solved their problem. The old man asks if Geralt also found the dragon's treasure. The people have their buckets and shovels ready. Geralt says there is no treasure. The man asks how that is. In all the sagas and songs, dragons always slept on mountains of gold and precious stones. He also asks Geralt if it breathed fire and spit venom. Geralt says it was a common forktail. The man is surprised but gives Geralt his payment.

mh_209_fogling

This is the standalone version of the quest from the original system. It was completely cut from the final game by 2014.

Opening

Geralt speaks to a fisherman about a contract. Geralt says he can take out the monster known as the Trickster for him if the fisherman can give him more information. The fisherman says it all started a few weeks ago - he attacked people coming back from Ferlund. Since then he has shown himself at night a few more times. It seems he is getting closer to Holmstein. Geralt asks if he has seen the Trickster. The fisherman says no and refers Geralt to Agda, Tilda, and Rigmor. Geralt can as usual accept or refuse the contract.

Witnesses

Geralt speaks to the first witness about the monster. The witness says he was attacked but managed to escape. Geralt says that the man was lucky and asks him to tell about the monster. The mans says he was returning through the forest at night, after a storm and the fog was just lifting. And suddenly clawed hands reached out to him from the fog. He would have reached me without a hitch, but just then some bandits jumped out from behind the trees screaming. Geralt questions if the monster attacked. The man says no and thinks it was scared, because there were six of them, guys. He almost gladly gave them his purse. Geralt thanks the man and leaves.

Geralt speaks with the second witness. He says he was coming back from his wife's in Ferlund and suddenly he started to feel dizzy like after a fresh beer, and his eyes started to blur. He got scared and moved faster, although something in his head was telling him to stay there. Geralt suggests that maybe it was Mamun, since he was drinking earlier... The man insists he didn't drink. Although what he saw was like a drunkard's vision: glowing, blurry, with ears like an elf. The monster started after him, but he managed to run to the village. He begs Geralt to believe him. Geralt says that he believes the man and bids farewell.

The third witness says she saw him from a distance and had to rub her eyes twice because she thought she was dreaming: he was transparent like water and sparkled all over. But his claws were completely real: he had hacked to death a merchant he was lying in wait for near the forest. Luckily it wasn't anyone local, so it wasn't a big loss. But she was scared! Geralt thanks the woman and leaves.

The Monster
Geralt identifies the monster as a Foglet and kills it

Reward Giver
Geralt brings the remains back to the fisherman but he says that Lugos will pay the reward. Geralt can also just bring the monster directly to the fisherman without first taking the contract and will receive the same response.

Lugos
Geralt brings the monster to Lugos. Lugos says that he expected the monster to look different. Geralt says it's a Foglet, and they can use magic to lure their victims. This is what it looks like when it's not hiding behind illusions. Lugos says if he had a face like that he would hide. He asks where they come from. Geralt says they are post-conjunction creatures, they do not belong to our world. They do not have their own ecological niche and coexistence with them is impossible.

Lugos: *That's what I thought! Well, niche, no niche, the most important thing is that if you stab it with a sword often enough, the juice will flow out of it.*

Geralt: *If the right person is holding the handle, yes.*

Lugos replies that maybe not, but not everyone can walk around with a silver razor on their back. Geralt then asks about his reward. Lugos says that Geralt's gold is waiting for him. He also asks if the foglets live in herds. Geralt says Foglets don't like humans or each other so it's unlikely. Lugos pays Geralt and Geralt leaves.

mh210_siren

This was a new contract added when the old system was cut. It eventually became **mh210_lamia** in the final game.

Opening

Geralt speaks to a Skellige Warrior about the contract. He says he is here to kill the Shrieking Girl and that he is the guy who put up the poster. The man says he is starting to regret it. There are too many volunteers! Every now and then some youngster pushes himself into the mermaid's claws, but none of them somehow returns covered in glory and honor. Geralt can decline or accept.

Geralt says he intends to come back for the reward. He is not in it for the glory. The man says the money will be waiting for him here, just bring him the head of that plague. And first ask people who have seen it. They are on the waterfront.

Witnesses

Geralt asks the first witness that he heard he managed to escape from the Shrieker. He says he barely made it. She tore a chunk of flesh from her arm with her claws. Geralt says then he had a chance to take a good look at her. He asks him to tell him about the monster. Did anything else catch your eye? The conversation is cut off here.

Geralt tells the second witness that he's looking for information about a mermaid called Shrieker. The woman is a foreigner. The woman is shocked to hear the word Mermaid. She asks Geralt not to laugh and says she is not from here, she has only seen the sea in pictures so far. Geralt says he guessed so. Geralt says the woman must have been terribly disappointed then. As a child the woman says she read Delannoy's tales and thought that mermaids were busty girls with fish tails... Well, how about that! The islanders call out: *"mermaid, mermaid"*, she looks, and there are only claws, teeth and scales - and not half a tit! Up until now she had only seen the sea in pictures. Geralt asks about the mermaid whereabouts. The woman says she flew away to the north, and there were some other monsters in the sky, she doesn't know if they were sirens, because they were too far away.

Geralt speaks to the last witness. She says she saw Geralt at the marina and was wondering what he was doing here. Geralt says he's looking for information about a mermaid called Shrieker. Woman says she could have guessed: two swords... they rarely host witchers. Geralt says he was talking about a mermaid. The woman comes to her senses and says usually sticks to the water, but on the other side of the island there are caves connected to the sea, and if she were Geralt she would check there first. The best way to get to them is by boat. There is a woman's story about a monster that made its nest in the mountains, rumor has it that from these caves there are tunnels leading to the sea, inaccessible to humans. The woman says that mermaids stick to the water, but on the other side of the island there is a large network of caves, which supposedly has some connection to the sea that is inaccessible to humans. The woman warns the witcher that it is a long way and very inaccessible from land, so it is best to go by boat. Geralt thanks the woman.

The Monster
Geralt tracks down the mermaid(later renamed Siren) and kills it.

Reward Giver
Geralt says he has taken care of the monster and shows its remains. The warrior says it's the last mermaid's face he hopes that he sees. Geralt says he also killed a bunch of other monsters in the cave. The warrior says there is no shortage of monsters. Geralt asks if the man is forgetting something. The warrior pays the witcher. He says he doesn't know who would be so stupid as to refuse to pay a witcher. Geralt says such people do happen, but lately they seem to be less frequent.

mh211_bies

This quest involved Geralt hunting a fiend named Oedin’s Wrath on Faroe. Nothing else is known about it.

mh212_erynie

This was a new contract added in when the old system was cut. It was cut completely from the final game.

Opening

Geralt speaks to an old man about the contract.

Geralt: *Hello. I heard that you were the one I was supposed to contact...*

Old Man: *...what now? To me? Sure, to me with everything: the nets have torn - to Olaf. The beer in the barrels has gone sour - to Olaf. The sheep are dying - to Olaf. Just give Olaf advice, Olaf help. Well? What do you want?*

Geralt: *This time it was you who wanted something - for someone to get rid of the Erinyes you called Maszkara.*

Old Man: *Oh, you should have done it right away. That Mascara is attacking people on the road. We'll pay you well if you get rid of her.*

Geralt: *Has anyone seen this monster?*

Old Man: *Ask people from houses on the edge of the village. They talk about Maszkar all the time, so they probably know everything about it.*

Geralt can then either accept or decline the contract.

Witnesses

Geralt speaks to the first witness. He says it's become dangerous on the roads recently. The woman says it's true, the Erinyes started attacking people. The Maszkara... that's what they call her. Geralt asks the woman if she can tell him about her. She says she saw some kind of flying monster, but she doesn't know what it was.

Geralt greets the fisherman and asks if he's seen the Maszkara. The fisherman says yes and hopes he never has to see it again. Geralt says he'll make sure the man doesn't have to see her again. It'll be easier for him if he tells Geralt what

she looked like. Geralt asks if he can tell what kind of monster it was. The fisherman says "And isn't it all the same? A large harpy or a mermaid - it can both tear off a head or split a man in two with its claws." Geralt asks if it so has wings and claws. The fisherman says that's for sure and says it was hideous. Geralt says monsters are rarely strikingly beautiful. He wishes the fisherman farewell.

Geralt asks another woman about the monster. She says, *"Maszkara and Maszkara, I can't listen to her anymore. Everyone just nods their heads and advises that the monster must be killed, that it can't go on like this, and the monster continues to fly around carefree. It's strange that it hasn't already shit on our heads like a pigeon!"* Geralt asks if she knows what kind of monster it could be. The woman says she saw some kind of flying monster, but she doesn't know what it was. Geralt says Witchers rarely waste time chatting while working, so... She asks Geralt why he is bothering her instead of dealing with this monstrosity? Geralt tells her to briefly say what she knows about her, it will make his task easier. The woman says it's big, flaps its wings and squeaks that make your ears prickle. It kills people and cattle. Is that enough? Geralt thanks the woman and leaves.

The Monster

The monster is an Erynie and Geralt kills it.

Reward Giver

Geralt returns with the remainder to the Old Man. The Old Man pays him. Geralt says since the Erynie are dead harpies might come down to the roads. He tells the Old Man that he can take care of harpies now since another witcher might not come for a long time. The man declines, "We on Skellige don't like to worry in advance. Actually, we don't like to worry at all. And I advise you to drink away that money merrily in the tavern, and not worry about the next monsters. Farewell, witcher."

Hunting Erynie - E3 2013

Velen

mh101_cockatrice

This quest is the earliest version of *Contract: Shrieker*. There was a minor revision to this original version made very quickly which added a story detail. Both versions are described in this summary. It's pretty much the same as the one in the final game but is missing several details that were added much later.

Opening

Geralt approaches the contract giver and asks him if he is Gostmił. The reward giver asks who is asking. Geralt replies that he's someone who can kill the monster supposedly roaming the area. The reward giver says that yes there is a monster on the loose called Skrzekun (Shrieker) Geralt says he would like to know more about him before he starts looking for him. He asks if there are any witnesses? Has anyone seen this Skrzekun? In the original version, Gostmił says Szymko, Sławobor's son, supposedly saw it, but the kid can make it up. In a revision that happened very shortly afterward this was changed to Szymko,

Borzoy's son who watched the monster kill his father. Geralt will have have to twist some birch twigs and beat his skin, then he will easily tell the whole truth. Geralt says he will find the boy and asks where he can find him. In the original version, Gostmił says he usually plays near the bridge. In the revised version, Gostmił says the boy is back at his homestead as he is now an orphan. Geralt can then accept or decline the contract.

Witness
This conversation was only written for the version where Szymko was orphaned by the Shrieker. Geralt goes and speaks to the boy. Geralt asks if he can talk to him. The boy tells Geralt to let him be. Geralt tells the boy that he wants to avenge his father. The boy says that the Shrieker killed him. Geralt says that name does not mean much to him and that boy needs to describe this shrinker. The boy says the monster had huge wings. Geralt asks if he remembered anything else. The boy says the wing shone like his father's leather strap. Geralt now guesses that the shrinker is a cockatrice. He thanks the boy and then leaves.

Hunting the Monster
Geralt finds the cockatrice's nest, but he arrived during the day and the monster was hiding. He says that he needs to wait until nightfall to hunt the monster. At nightfall, Geralt successfully manages to kill the monster and claim the trophy.

Turning in the Contract
Geralt returns to Gostmił. Geralt says he doesn't have to worry about Skrzekun anymore. The man asks if Geralt killed it and asks what kind of monster it was as he stares at the trophy. Geralt says it was a cockatrice and really does screech pretty badly. Some also call it a skoffin. Gostmił gives Geralt his payment. Geralt takes his payment and recommends himself for the future. The man replies that he hopes not.

mh102_arachas
This is the earliest version of the quest *Contract: Missing Brother*. It is structurally identical to the final version except that it lacks the fleshed out dialogue and details like the Arachas eggs that the final version has. This quest was originally

called **mh102_werewolf** indicating that it was planned to be very different. However, no data exists on this version of the quest.

Opening
Geralt greets the quest giver at a tavern. Geralt asks if this man is the one who was searching for his brother in the mine. The man affirms it. The man says it's been a week since his brother Mikkel took the women of Bellows into the hills. Geralt says he wasn't planning on going there. The man says he will pay Geralt. Geralt can either accept to decline the contract.

Investigation
Geralt encounters several dead bodies in the mine. Additionally, he finds broken pincers of some large insect. Someone must have been desperately defending themselves against it.

The Injured Man
Geralt encounters an injured man in the mine screaming. Geralt asks him what happened here. The man says something attacked them; it was four spans high. He asks if the others are alright. Geralt says they are dead. The man comments that Mikkel was such a good boy. Geralt asks if the man can make his way back to the village. He says that he can and asks Geralt to avenge his friends.

Fight
Geralt finds the Arachas and kills it.

Turning in the Contract
The man asks Geralt about his brother. Geralt tell him that he is dead and was killed by the Arachas. The man starts grieving. It is likely Geralt gets paid at some point here. The quest ends.

mh103_nightwraith

This is the earliest version of *Contract: Jenny O' the Woods*. For the most part it is the same as the final one but lacks details and does not feature the rejected lover subplot.

Opening

Geralt greets the ealdorman of the village and says he is here for the contract on Leśnica. The ealdorman asks if Geralt thinks he can get rid of Leśnica. At this point Geralt can say that he already killed the nightwraith and the events proceed to the turning in the contract phase. Otherwise Geralt says that he is Witcher, what else was the man thinking? Geralt says he's dealt with ghosts before. The ealdorman says Geralt is very confident. Let's see if he doesn't change his mind when it gets dark and he's all alone in the forest.. Geralt says the ealdorman definitely won't be there. Has anyone seen this Lesnica? Geralt would like to talk to someone who can tell him more about her. Geralt can ask Dalwin or Vlada. Dalwin lives right next door, and Vlada lives on the edge of the village on the side of the forest. Geralt can either accept or decline the contract

Witnesses

Geralt speaks to Vlada asking if she saw Leśnica. The woman scoffs telling Geralt not to speak the ghosts name as it will attract evil spirits. Geralt insists that talking about the ghost will help him get rid of her. The woman asks what good it will do if she talk to Geralt about the ghost. Geralt says it will make his work easier. The woman says she saw the ghost with her own eyes. Truth be told she didn't see her too clearly. It were growin' dimpsy and this pale shape loomed afore her, mist-like. Geralt concludes that he ghost appeared at twilight.

Geralt speaks to Dalwin asking his about Leśnica. Dalwin asks what good will it do. Geralt says he needs information to effectively fight the ghost. In that case… the man continues. He was returning at night with his Squire and suddenly they heard some kind of mumbling, wailing. They thought that maybe someone had abandoned the child in the forest, because of hunger… you know. So we wanted it quickly… Geralt asks if they wanted to take care of him so that nothing bad would happen to him. The man says Geralt took the words right out of his mouth. They approach, and from behind the tree jumps some white, blurry thing and screams. It lunged at Bogusz, and that's why he had time to run away… Because he wouldn't help him, right. Geralt thanks the man for the information.

Fight
Geralt prepares for, finds, and kills the nightwraith.

Turning in the Contract
Geralt says that the monster was a nightwraith, a ghost born of a dead woman, and asks if the village mayor knows who it could have been. The village headman is lost in thought and says that so many people have died recently that it is impossible to find out. Geralt nods indifferently and asks about payment again. The ealdorman says they prepared the reward a long time ago, but there was no one to claim it. None of their men wanted to go to Leśnica. Geralt says that's good because there would be more corpses. They had a nightwraith here. The village head reflects, hands the witcher money. Thanks him for the good work. Geralt says he will still be in the area if the man has any other work for him.

mh104_fleder - Stegna Silence
This is the original version of *Contract: The Mystery of the Byways Murders*. It lacks major details of the final version and the monster is a Fleder rather than an Ekimmara. The quest was titled *Stegna Silence*. The monster was changed to another lower vampire as Fleders were cut from the base game and only appeared in Blood and Wine.

Opening
Geralt tells a man in a village that he's looking for Drogowit. The man asks who is asking. Geralt asks the man about his ad for a Witcher. Drogowit says that he is worried about his brother. He is the only one he has left of his family. Geralt asks the man to describe the issue exactly. Drogowit says his brother lives with his wife on the southern side of the lake. The village is called Stegna. It's been three weeks since anyone from them showed up here. And he's dreamt about his teeth twice, and you know: that's a bad sign. Geralt can at this point say that he's already been to the village and killed the monster and the dialogue proceeds to the reward stage. Geralt can otherwise accept or decline the contract. The man gets mad about witchers being selfish if Geralt declines.

Investigation
Geralt visits the village and finds it abandoned. Geralt says the village is definitely too quiet, something is wrong. Geralt says that all the villagers are dead, something or someone killed the entire village. He finds a torn, mutilated corpse... It must have been the work of a Fleder. He's probably still around. It looks like the ground recently subsided and revealed the entrance to the vampire's cave. That certainly didn't put him in a good mood.

Fight
Geralt finds and kills the Fleder.

Turning in the Contract
Geralt tells the man that everyone in the village is dead, killed by a Fleder. The man asks if Geralt killed the Fleder. Interestingly, Geralt can say that he didn't bother after confirming that everyone was dead. This results in the man begging Geralt to avenge his brother and offers to pay him. Geralt can at this point go back and kill the Fleder. Otherwise, Geralt shows the man the trophy of the Fleder. The man says in his life, he has never seen such an abomination: ears like a bat's, skin like a toad, and it stinks...! He hopes Geralt is not disgusted to touch this carrion. Geralt says that's his work. The man says he would gladly reward Geralt, but he has no money. Perhaps this old sword will be of use to Geralt? The man says his grandfather got it during the reign of King Hugh, Foltest's grandfather. Geralt takes the sword as payment.

mh106_gravehag
This is the earliest version of *Contract: The Merry Widow*. It is very barebones compared to the later versions.

Opening
Geralt approaches the gravedigger asking if he was the one that had witcher's work around here. The gravedigger replies that there are always some problems at the cemetery. For the past few nights, something strange has been going on there, as if the dead were having a party. He says he's not stupid enough to go and check. He's been working as a gravedigger for thirty years. And why for that

long? Because he's not a curious person. If something howls at night, he closes the gate properly and that's it. Geralt notes that the gravedigger is also smart enough to know when to hire a witcher and sets off to investigate. Alternatively, Geralt can mention that he's already killed the Gravehag and the gravedigger will reward him promptly.

Investigation
During his investigation Geralt notes a child's grave has been dug up and that there is something extraordinary about the trees around the graveyard.

Fight
Geralt eventually finds and kills the Gravehag.

Reward
Geralt says that he killed a Gravehag in the graveyard and has a trophy to proof it. The gravedigger thanks Geralt and gives him a reward.

mh107_fiend

This is the earliest version of *Contract: Strange Tracks*

Opening
Geralt greets the hunter who posted the contract and says that apparently he wanted to hire a witcher. The hunter says that's what's needed... The village elder from Środa sent him to check what happened to the family living in the hut near the forest. He found only corpses there, and when he went outside he heard a terrible roar somewhere behind the trees... Geralt asks where this cottage is. The hunter tells Geralt to follow the road to the southeast and he'll see it soon. He says that he will pay Geralt for his help. Only... the village elder doesn't need to know about it. He asks Geralt not to tell the elder. Geralt can then either accept or decline the contract.

Fight
Geralt tracks down and kills the monster which is a fiend.

Reward
Geralt returns for his reward from the hunter. He says he killed a fiend that was roaming the area. The hunter says he was lucky that it didn't get him either and pays Geralt. He would rather have not encountered it himself. The hunter also remarks that the village elder will also be pleased. His son is set to inherit the land that fiend roamed.

mh108_fogling
This is the earliest version of *Contract: Swamp Thing*

Opening
Geralt approaches an old man saying that he saw his ad. The man asks if Geralt is interested. Geralt asks for more details. The man says if he knew, he would have written it in the ad. But for now, all he knows is that something killed a family of peat diggers in the swamps. One kid from their village saw the dead bodies, but didn't have time to take a closer look because he heard something strange and ran away. All they got out of him was that it was an inhuman sound. People were so scared that there was no one to go get the bodies. Geralt says he will go investigate in that case. Alternatively, Geralt can say that he already killed the Foglet and receive his reward.

Investigation
Geralt comes across claw marks from several different individuals. Smaller than usual. A whole herd of small fogeys must have attacked the victims. It's rare to see something like this - tracks of one large Foglet and several smaller ones. The adult Foglet draws power from them, so the small ones will have to be killed first.

Fight
Geralt finds the Foglet and kills it.

Reward
Geralt says there were several foglets. The old man asks if Geralt managed to kill them all. Geralt nods and the man give Geralt his reward

Miscellaneous

These are the additional open world activities implemented by CDPR at this point in development.

Shell game(Three-card Monte)

There was a simple Three-Card Monte variant called the Shell Game developed for the 2013 version of Novigrad.

The shell game player yells at the crowd to come and play. Great cash prizes to win!

Geralt greets the shell game player. The shell game player asks if Geralt wants to play. Geralt says that he wants to play and can ask about the rules of the game. The shell game player explains that he has a dice and three cups. He will hide the dice under one of the cups and then move them around quickly for a few seconds. When he stops, Geralt has to point out under which cup he thinks the dice is.

Geralt asks if there is any money to win. The shell game player explains that Geralt can set an amount of money of his choice. If he wins, he will get back what he set, plus the same amount. If he loses, the shell game player gets the money.

Geralt can then choose which cup the dice is under. If Geralt is correct, the shell game player congratulates Geralt for his correct decision. He will get his prize. If Geralt is wrong, the shell game player says that Geralt was wrong and that he will keep his money.

Extras

This section includes additional versions of quests that were developed in 2013 but were not chosen for inclusion in the main section.

q107_swamps (A)

Author: Moonknight
Character List:

- Geralt
- Pellar
- Baron
- Janek (Johnny)
- Witch Hunters
- Tamara
- Graden
- Anna

Note: The following is an earlier iteration of this quest which never went past the debug stage, but it's an interesting element of the development process for the ending of the baron questline

The quest begins with Geralt visiting the Pellar, only to find the Witch Hunters roaming around. Geralt doesn't interact with them, he presumably stays out of sight, and notices the Pellar also hidden and scared, waiting for Graden and his men to leave. The Baron, Graden and Tamara are arguing, with the Baron wanting to convince Tamara that he's changed and to go back with him. Tamara refuses.

Baron: I've changed…

Tamara: *You? Never. Even now you reek of booze.*

Graden sides with Tamara, the Baron gets angry and says he'll convince her to come back to him. He then leaves with his men. Graden, Tamara and the Witch Hunter depart soon after.

Geralt jumps out to intercept the Pellar, who was about to sneak out from the back by climbing over a fence. Geralt asks the Pellar why he's afraid, the Pellar points to the Hunter, claiming they arrived in No Man's Land. What exactly they are doing here is unknown, but they started questioning people, asking about mages, and also questioned the Guślarz about his witchcraft.

Geralt cuts to the chase, he needs help because he wants to perform Forefathers' Eve. The Pellar hates the idea, the villagers are scared about celebrating with the Hunters around and the possibility of being burned at the stake if he performs the ritual. Also, the island is cursed, and would need to be dealt with. Geralt can ask for brief information about the history of the place and the lord that ruled the land. And luckily for Geralt, it appears there's a witch who is also interested in the curse. Keira Metz. Her current location is unknown. The witcher can say that he has already talked to the witch or that the curse has been already lifted, if **q106_tower** was completed before beginning this quest. Now he needs to deal with the Hunters, and he sets off to Sztygary (Downwarren).

Where is Anna?

Upon arriving at Downwarren, Geralt finds Graden talking to the villagers. He approaches Graden and asks what the Hunters are doing in No Man's Land, and Graden replies that they came here with Tamara at her request, to find her mother. When they reached the Smarks, Baron came to them [he learned that his daughter had returned] and tried to convince her to come back to him. He says that Tamara didn't want to do it, she only came back here to find her mother. The Baron told them that Anna was in the witch village in the swamps, but it was crawling with monsters. Tamara said that her father still didn't care about his family and didn't want to return to him or have anything to do with him. Thanks

to the Baron, they learned where to look for Anna, so they went to the village closest to the witch swamps to have a base of operations there. Besides, maybe they could help some convert to the Eternal Fire, because many people here still show a tendency to witchcraft and belief in magic. He says that the most important thing is to find Anna, and until they do, they're staying here.

Geralt advices Graden that going to the Crones' Village is extremely dangerous. Graden asks for the witcher's help, and Geralt agrees, as helping the Witch Hunters will mean accelerating their departure from the place, and the beginning of Forefathers' Eve.

The group heads to the Crones' lair, where they found the Baron and his men. He came because he wanted to save Anna. Tamara isn't impressed, claiming he's drunk. Geralt and the hunters start looking around for Anna, but she's nowhere to be found. Tamara is worried, she looks around and notices something weird. A fog has risen up on the edges of the Crones village, Tamara recalls that the same thing happened when the Crone's Monster kidnapped Anna. The witcher warns the group to prepare for a difficult fight. A fiend appears, and the fight for survival begins, the voices of the Crones echoing through the mist during the battle, trying to demotivate the fighters. After the battle, Graden asks Geralt what kind of beast that was. the witcher informs him that it was a fiend. Graden then asks him if he has any idea where Anna might be.

He says not very much. He's afraid the witches might have taken her somewhere else. Geralt stops suddenly and tries to focus. A soft humming can be heard in the background - the same melody Janek sang to Anna in **q105_witches**. Geralt looks around and sees Johnny hiding behind a tree. He tells Graden that he needs to talk to someone who might know something about Anna. He says not to disturb him.

Geralt goes to Johnny and asks him if he knows where Anna is.

Note: Based on choices made in q105, Anna would be in two different states.

He says that Anna is wandering the swamps. The witches no longer needed her and dismissed her from service, but Anna's state of mind has deteriorated.

Geralt than asks Johnny if he can lure her with her signing. He will return to the group to inform them of the situations, and then give a signal to Johnny when he has to come out

He says that the witches turned Anna into a monster to punish her for her incompetence and now she lives in a hole in the swamps. Geralt frowns and wonders if he can break the spell. The witches are very powerful and it may be that he will not be able to reverse it. However, he says that they should try - maybe Graden will be able to do something about it.

Geralt asks Johnny if he can lead them to the hole that has become Anna's lair. In both cases, Johnny agrees.

Finding Anna

Geralt goes back to the group, and explains that Anna is wandering around the swamps, but she's confused. Tamara saddens when she hears that, and Graden comforts her, explaining she might be able to regain her presence of mind with prayers and good care. She asks where Anna is now.

The witcher explains that they'll lure her with the singing of a creature that lives in the swamps. He explains who Johnny is, that he is harmless and they must not harm him.

Geralt calls out Johnny, and the creature asks them to follow them. They venture in a place deep in the swamp, and then Geralt asks Johnny to sing, and to not stop until Anna arrives.

Anna slowly emerges from between the trees. She acts nervous and timid.

Tamara calls out for her mother. Anna moves timidly towards her, and so does the Baron, asking her to come back to him. Tamara protests and starts arguing with her father, but Anna, in a flash of consciousness, says she wants to leave with the Baron.

Tamara is surprised. She tries to convince her mother not to do it, but she fails. She says goodbye to her mother. He finally says goodbye to her daughter, apologizes for the past and wishes her to get her life together. He thanks Graden for taking care of her, sadly states that he will be a better father to her than he was. He leaves with Anna. Graden turns to Geralt and thanks him for his help. He says that he is taking the Hunters out of No Man's Land and they will return to Novigrad with Tamara.

Fighting Anna

Geralt goes back to the group, explaining the situation, that Anna was enchanted by the witches into a monster. Tamara is devastated by what she hears, but Geralt says that they might still be able to break the spell. He asks Graden if he has any ideas.

He says that there is a chance to free her from the witches' spell by putting a dimeritium necklace on her, which will isolate her from them. However, he needs the witcher's cooperation to allow him to get closer to her. Geralt replies that he can use Axii on her, which will calm her down and numb her, or Yrden, which will paralyze her.

When asked where Anna is, Geralt explains that she lives in a hole in the swamp and a creature that lives in the area will take them there. He tells them who Johnny is, that he's harmless and that they have to refrain from hurting him.

Geralt calls out Johnny, and the godling leads them through the swamp, until they reach a sort of cave. Johnny tells them watchout, for themselves and for Anna. Graden orders their men to stay ready.

The monster Anna appears and a fight begins, with Tamara crying, asking them to not hurt their mother. At a certain point, Geralt realizes that one sign is not enough, he has to use both Axii and Yrden at the same time to hold the monster, at which point Graden can get closer and put the dimeritium collar around her.

Note: it's unclear if the fight has two outcomes and what happens in case of a successful fight. We assume Anna goes back to normal and then decides to go back with the Baron, in the same way it happened in the other path previously described.

If the fight fails, the monster Anna will attack Tamara, prompting the Baron to intervene and slain her. Graden approaches Tamara and tries to calm her down. When he manages to calm her down a bit, he tries to comfort her, but Tamara doesn't say anything.

He asks Tamara if she wants to stay with her father. She is silent. He asks if she wants to go back to Novigrad with him. She nods slightly.
He tells Baron that he will take Tamara with him and take care of her. He sees that Baron loves Tamara, because he stood up for her, he says a few warm words to him. He replies that nothing good has ever happened because of him, says goodbye to Tamara and wishes her that her life will be fine and leaves. Saddened, Graden tells us that it wasn't supposed to be like this, but unfortunately they couldn't do anything about it. He announces that he will gather his Witch Hunters and they will return to Novigrad.

With the hunters out of the way, Geralt can focus on the preparations for Forefathers' Eve.

Q&A

How does CD Projekt REDs quest numbering system work?

CDPR internally names their quests using a type indicator, number, and a code name. Each of these components is described in detail below.

Quest type indicator:

q – Main Quest. Major quest required to complete the main story (at least when the quest was originally planned). Larger main quests are often presented to the player as a series of smaller main quests but are considered a single quest internally. An example would be the quest Final Preparations (**q210_precanaris**) in the released game which is broken up into several smaller main quests for the player despite being considered a single quest by CDPR.

sq – Side Quest (Large). Larger side quests often feature many characters, locations, objectives, and choices. These quests always feature an entry in the Journal and may even be comparable to main quests in length. An example would be the quest In the Heart of the Woods **(sq204_forest_spirit)** which features multiple outcomes, an interesting character(s), and several objectives.

mq - Minor Quest. Quests that are extremely short in length, only lasting a few minutes at most. As such they usually only revolve around a very basic quest idea such as **mq1002_seller_of_bracelets** which is about Geralt getting scammed.

Quest Numbering

Next to the type indicator, each quest is also given either a 3 or 4 digit number. The first digit of this number indicates which region of the world the quest takes place in. Quests that take place in multiple locations usually start with the digit of the location they start in or the part of the story they are associated with.

However, this is not always consistent.

0xx - Prologue
1xx – Velen/NML
2xx – Skellige
3xx – Novigrad
4xx – Kaer Morhen
5xx – Ending Sequence and Epilogue
6xx – Hearts of Stone
7xx – Bells of Beauclair/Blood and Wine

From that point the remainder of the digits are incremented in sequence as quests are added to the game by developers. For main quests this order is usually chronological, but this isn't always the case as some main quests run alongside one another.

Code Name
Each quest is then given a code name by the quest designer to say roughly what it is about. This codename sometimes inspires the final name the quest is given in the Journal. For example, the quest Family Matters is given the name **q103_daughter** while Following the Thread is given the name **sq106_killbill**.

Examples
The quest Towerful of Mice is given the code name q106_tower. The number 1 in the number indicates that it's a quest taking place in Velen/No Man's Land. The number 06 shows its place in the sequence of Velen/NML main quests. The code name tower then describes what the quest was about, which is the tower on Fyke Isle.

The quest High Stakes is given the code name sq306_maverick. The quest type indicator indicates it's a large side quest. Despite the quest involving Gwent it's far more than just playing a bunch of people. The number indicates that it takes place in Novigrad and is the 6th side quest. The code name Maverick is a reference to the film Maverick which is about a high stakes poker match.

Why were most of the quests rewritten in mid-2013?

Much like the 2012 version of the story, we cannot know for certain why CD Projekt RED decided to rewrite the story but we can make some educated guesses based on the nature of the quests:

- **Capability** - Even with some streamlining, The Witcher 3 in 2013 was extremely ambitious for its time and arguably impossible to achieve within the timeframe CD Projekt RED had set itself, especially for one game. Studio Head Adam Badowski commented in retrospect that “there were too many characters…there were too many different super-complicated story plots like those elves, The Wild Hunt”. Had they continued on this path they may have ended up in a situation similar to Cyberpunk 2077 with the game being severely incomplete on launch.
- **Content Regulation** - Some of the content present within the quests is graphic or otherwise perverse and so CD Projekt RED may have cut down on this to ensure the game could be published on consoles.
- **Finance** - CD Projekt RED has faced financial difficulties since its inception, almost going bankrupt during the development of The Witcher 2. The rewritten game was potentially chosen to maximise sales and ensure financial security in the company.
- **Technical Difficulties** - The open world nature of The Witcher 3 didn’t really start to come together until mid 2013. Despite planning to release the game on PCs and eighth generation consoles, the quests and locations were already struggling to operate as independent zones and were completely unplayable in the open world. As such they may have scaled back the technical ambitions to keep the game running smoothly.
- **Game Length** - Even with many quests being shortened, it would take 100 hours approximately still to complete the main story alone, making it still one of the longest video game stories ever written. For most, this would be an experience that is way too long, appealing only to strong witcher fans.

I expected certain quests or quest lines to be present, where are they?

As part of CD Projekt REDs design philosophy, content that was cut from the main story usually finds itself reincorporated back into the game via side quests or other implementations. Certain quests however, such as The War (Catriona Plague) and Radovid assassination quest lines are exclusive to 2014 and later. It is also likely that more simple quests like the minor quests and open world activities were not developed at all at this point.

What was the gameplay and open world activities like?

At this point, the open world was starting to take shape and CDPR were implementing some activities like the minor quests and monster hunts. We cannot know however what the state of the gameplay is, whether or not certain mechanics were overhauled or scrapped. So we will reiterate the known features from 2013:

- **Combat Focus** - This allowed Geralt to slow time by activating his witcher senses in combat. From here, he could select the "Vital Points" of an opponent and deal an effect, from damage, to crippling abilities, to instant death (This system bears much similarity to the VATS system from Fallout). This system also utilised focus points which is Adrenaline in the released game, different moves cost different amounts of focus points. The vital points of creatures are not known to the player by default and so they needed to read books to learn the weaknesses, which were added to the bestiary.
- **Campfires** - These were used to allow the player to upgrade items in a multitude of different ways, encouraging experimentation (This system bears much similarity to mechanics from The Legend of Zelda: Breath of the Wild). For example: Raw meat + Cooking = Cooked meat which gives greater hp bonus
- **Minigames** - It is unclear what the state of minigames were in 2013. Gwent was likely in its earliest stages of development with it being planned as a "cards minigame". It is possible that the predecessor to Gwent, the "Drinking minigame" was still being developed along with dice poker, knife throwing, or arm wrestling.

- **Reputation** - Each region possessed a reputation that was influenced by Geralt's actions. Completing monster contracts for example would raise reputation while stealing would lower reputation. Reputation would affect things like merchant prices and NPC reactions. It is likely this system was tied to the initial Monster Hunting System.
- **Weight** - Within Geralt's grid-designed inventory, all items take up certain amounts of space. The inventory is technically infinite but Geralt's carrying capacity is indicated by a section of that grid. Exceeding that causes Geralt to become over encumbered.
- **Roach** - Roach would serve as a mobile storage system where Geralt could deposit and retrieve items. Roach would also by default spawn at the nearest stable with an implication that Geralt could own multiple different horses (All named Roach of course).
- **Sailing** - Boats would sail based on the direction of wind currents (Visualised in VFX) which dictates the direction and speed Geralt is capable of exploring. The sails would furl up when Geralt leaves the boat and furl down when Geralt enters the boat. While sailing, Geralt can change the sails which controls the speed of the boat. Boats can be repaired with shipbuilders in ports. There are also multiple boat types, with sail based boats for seas and rowboats for rivers. Finally, you can throw bombs overboard while sailing which will explode causing fish and loot to surface and be collected.
- **Swimming** - Geralt would lose a unique “Swimming Stamina” while swimming, depleting this resource causes him to drown.

Credits

CD Projekt RED

For developing The Witcher 3 and all its content

Glassfish

Original document creator

Data contributor

Act 3 + Sidequests + Minor quests + Generic quests writer

Ferroxius

Data contributor

Act 1 + Sidequests + Minor quests writer

Moonknight

Data contributor

Map Creator

Act 2 + Sidequests writer

Crygreg

Data contributor

Prologue writer

The Brothers in Arms team and associates

Revitalising interest in the Cut Content field

Data contributor

The Witcher community

All who have contributed data over the years

The End

Something Ends, Something Begins
Geralt of Rivia